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

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

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

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Oracle

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

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

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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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

Assorted

The UnixCrypt.java code implements the one way cryptography used by
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1.5 tar 1.30+dfsg 6
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1.6 powermock-reflect 2.0.0

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1.7 x-is-array 0.1.0

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1.8 jaxb-runtime 2.3.3

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1.17 adduser 3.118

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1.19 spring-aop 5.2.7.RELEASE

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* /opt/cola/permits/1135880320_1613624061.18/0/spring-aop-5-2-7-release-sources-1-jar/org/springframework/aop/framework/autoproxy/TargetLocalTargetSource.java
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* /opt/cola/permits/1135880320_1613624061.18/0/spring-aop-5-2-7-release-sources-1-jar/org/springframework/aop/aspectj/annotation/SingletonMetadataAwareAspectInstanceFactory.java
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* /opt/cola/permits/1135880320_1613624061.18/0/spring-aop-5-2-7-release-sources-1-jar/org/springframework/aop/aspectj/annotation/AspectJAdvisorFactory.java
* /opt/cola/permits/1135880320_1613624061.18/0/spring-aop-5-2-7-release-sources-1-jar/org/springframework/aop/aspectj/TargetClassAware.java
* /opt/cola/permits/1135880320_1613624061.18/0/spring-aop-5-2-7-release-sources-1-jar/org/springframework/aop/aspectj/AspectJMethodBeforeAdvice.java
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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk-Spec: 13
Automatic-Module-Name: zipkin2.reporter.metrics.micrometer
Bnd-LastModified: 1589702936955
Build-Jdk: 13.0.2
Built-By: travis
Bundle-Description: Zipkin Reporter (Parent)
Bundle-DocURL: https://zipkin.io/
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Zipkin Reporter Metrics by Micrometer
Bundle-SymbolicName: io.zipkin.reporter2.zipkin-reporter-metrics-micrometer
Bundle-Vendor: OpenZipkin
Bundle-Version: 2.15.0
Export-Package: zipkin2.reporter.metrics.micrometer;version="2.15.0";uses="io.micrometer.core.instrument,zipkin2.reporter"
Import-Package: io.micrometer.core.instrument,zipkin2.reporter;version="[2.15,3)"
Originally-Created-By: Apache Maven Bundle Plugin
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-4.2.0.201903051501

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* /opt/cola/permits/1096695463_1601878587.59/0/zipkin-reporter-metrics-micrometer-2-15-0-jar/META-INF/MANIFEST.MF

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* java.sun.security.ssl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
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org.apache.tomcat:tomcat-util-scan
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org.eclipse.jetty.toolchain:jetty-schemas

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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in
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lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
the following new or changed files:

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kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
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tools/shhopt.c, tools/shhopt.h:

Title: shhopt - library for parsing command line options.
Version: 1.1.2
Entered-date: 23MAR97
Description: C-functions for parsing command line options, both traditional one-character options, and GNU'ish --long-options.
Keywords: programming, library, lib, commandline, options
Author: s.h.huseby@usit.uio.no (Sverre H. Huseby)
Primary-site: http://www.ifi.uio.no/~sverrehu/pub-unix/
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- * /opt/cola/permits/1001433984_1607387076.97/0/opensaml-2-6-6-sources-jar/org/opensaml/saml1/core/impl/AuthorityBindingImpl.java
- * /opt/cola/permits/1001433984_1607387076.97/0/opensaml-2-6-6-sources-jar/org/opensaml/samlext/saml2mdui/impl/SystemKey.java
- * /opt/cola/permits/1001433984_1607387076.97/0/opensaml-2-6-6-sources-jar/org/opensaml/xacml/policy/impl/NameIDPolicyUnmarshaler.java
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jar/org/opensaml/saml1/core/impl/DoNotCacheConditionMarshaller.java
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* /opt/cola/permits/1001433984_1607387076.97/0/opensaml-2-6-6-sources-
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* /opt/cola/permits/1001433984_1607387076.97/0/opensaml-2-6-6-sources-
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 */
/**
 * Overrides binding confidentiality. */
/**
 * @return true iff the encoder cannot provide confidentiality
 */
* Sets confidentiality override flag.
* @param flag  override flag
*/

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* /opt/cola/permits/1001433984_1607387076.97/0/opensaml-2-6-6-sources-jar/org/opensaml/saml2/binding/encoding/HandlerChainAwareHTTPSOAP11Encoder.java

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1.51 oclazyload 1.1.0

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1.52 spring-plugin-core 2.0.0.RELEASE

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* /opt/cola/permits/1136061479_1613670284.23/0/spring-security-jwt-2-1-1-sources-1-jar/com/mercateo/spring/security/jwt/token/extractor/ClaimsValidator.java
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jar/com/mercateo/spring/security/jwt/token/keyset/JWTKeyset.java
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jar/com/mercateo/spring/security/jwt/token/extractor/HierarchicalClaimsExtractor.java
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jar/com/mercateo/spring/security/jwt/token/exception/MissingClaimException.java
* /opt/cola/permits/1136061479_1613670284.23/0/spring-security-jwt-2-1-1-sources-1-
jar/com/mercateo/spring/security/jwt/token/extractor/ValidatingHierarchicalClaimsExtractor.java

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1.57 avahi 0.7-4+deb10u1
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* /opt/cola/permits/1142745325_1615475697.28/0/powermock-api-mockito2-2-0-0-sources-1-jar/org/powermock/api/mockito/mockmaker/PowerMockMaker.java
* /opt/cola/permits/1142745325_1615475697.28/0/powermock-api-mockito2-2-0-0-sources-1-jar/org/powermock/api/mockito/expectation/reporter/MockitoPowerMockReporter.java
* /opt/cola/permits/1142745325_1615475697.28/0/powermock-api-mockito2-2-0-0-sources-1-jar/org/powermock/api/mockito/internal/verification/DefaultConstructorArgumentsVerification.java
* /opt/cola/permits/1142745325_1615475697.28/0/powermock-api-mockito2-2-0-0-sources-1-jar/org/powermock/api/mockito/expectation/PowerMockitoStubber.java
* /opt/cola/permits/1142745325_1615475697.28/0/powermock-api-mockito2-2-0-0-sources-1-jar/org/powermock/api/mockito/internal/verification/VerifyNoMoreInteractions.java
1.92 minlog 1.3.0
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1.93 xmlsec-java 1.5.8

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Manifest-Version: 1.0
Bnd-LastModified: 1472011116283
Build-Jdk: 1.7.0_79
Built-By: tatu
Bundle-Description: Woodstox is a high-performance XML processor that implements Stax (JSR-173), SAX2 and Stax2 APIs
Bundle-DocURL: https://github.com/FasterXML/woodstox
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Woodstox
Bundle-SymbolicName: com.fasterxml.woodstox.woodstox-core
Bundle-Vendor: FasterXML
Bundle-Version: 5.0.3
Created-By: Apache Maven Bundle Plugin
Export-Package: com.ctc.wstx.api;version="5.0.3",com.ctc.wstx.cfg;version="5.0.3",com.ctc.wstx.compat;version="5.0.3",com.ctc.wstx.dom;version="5.0.3",com.ctc.wstx.dtd;version="5.0.3",com.ctc.wstx.ent;version="5.0.3",com.ctc.wstx.evt;version="5.0.3",com.ctc.wstx.exc;version="5.0.3",com.ctc.wstx.io;version="5.0.3",com.ctc.wstx.msv;version="5.0.3",com.ctc.wstx.osgi;version="5.0.3",com.ctc.wstx.sax;version="5.0.3",com.ctc.wstx.java;version="5.0.3",com.ctc.wstx.stax;version="5.0.3",com.ctc.wstx.sw;version="5.0.3",com.ctc.wstx.util;version="5.0.3"
Implementation-Build-Date: 2016-08-24 03:58:19+0000
Implementation-Title: Woodstox
Implementation-Vendor: FasterXML
Implementation-Vendor-Id: com.fasterxml.woodstox
Implementation-Version: 5.0.3
un.msv.verifier.regexp.xmlschema;version="[2013.6,2014)";resolution:=optional,java.xml.namespace;resolution:=optional,java.xml.parsers;resolution:=optional,java.xml.stream;resolution:=optional,java.xml.stream.events;resolution:=optional,java.xml.stream.util;resolution:=optional,java.xml.transform;resolution:=optional,java.xml.transform.sax;resolution:=optional,java.xml.transform.stream;resolution:=optional,org.codehaus.stax2;version="[3.1,4)";org.codehaus.stax2.io;version="[3.1,4)";org.codehaus.stax2.osgi;version="[3.1,4)";org.codehaus.stax2.ri;version="[3.1,4)";org.codehaus.stax2.ri.dom;version="[3.1,4)";org.codehaus.stax2.ri.evt;version="[3.1,4)";org.codehaus.stax2.ri.typed;version="[3.1,4)";org.codehaus.stax2.validation;version="[3.1,4)";org.osgi.framework;version="[1.4,2)";resolution:=optional,org.xml.sax;resolution:=optional,org.xml.sax.ext;resolution:=optional,org.xml.sax.helpers;resolution:=optional

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"

Specification-Title: Woodstox
Specification-Vendor: FasterXML
Specification-Version: 5.0.3
Tool: Bnd-2.3.0.201405100607
X-Compile-Source-JDK: 1.6
X-Compile-Target-JDK: 1.6

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* /opt/cola/permits/1135953508_1613640887.59/0/woodstox-core-5-0-3-3-jar/META-INF/MANIFEST.MF

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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/util/package.html
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/package.html
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/package.html
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/package.html
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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/Processor.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXFieldAdapter.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/ASMContentHandler.java
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/**
 * Creates a new JSRInliner. <i>Subclasses must not use this constructor</i>. Instead, they must use the
 * [ @link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])]
 * version.
 *
 * @param mv
 * the <code>MethodVisitor</code> to send the resulting inlined method code to (use <code>null</code> for none).
 * @param access
 * the method's access flags (see { @link Opcodes}). This parameter also indicates if the method is synthetic and/or deprecated.
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see { @link Type}).
 * @param signature
 * the method's signature. May be <tt>null</tt>.
 * @param exceptions
 * the internal names of the method's exception classes (see { @link Type#getInternalName() getInternalName}). May be <tt>null</tt>.
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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 */
/**
 * Creates a new [ @link GeneratorAdapter ] . < i > Subclasses must not use this
* constructor.<i>}</i>. 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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*/
/**
 * 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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*/
/**
 * Constructs a new [@link ClassNode]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [@link ClassNode(int)]
 * version.
* @throws IllegalStateException
*     If a subclass calls this constructor.
*/

/**
* Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
* not use this constructor</i>. Instead, they must use the
* {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
* version.
* 
* @param typeRef
*     a reference to the annotated type. See {@link TypeReference}.
* @param typePath
*     the path to the annotated type argument, wildcard bound, array
*/
element type, or static inner type within 'typeRef'. May be <tt>null</tt> if the annotation targets 'typeRef' as a whole.

/*
 * @param start
 * the first instructions corresponding to the continuous ranges
 * that make the scope of this local variable (inclusive).
 * @param end
 * the last instructions corresponding to the continuous ranges
 * that make the scope of this local variable (exclusive). This
 * array must have the same size as the 'start' array.
 * @param index
 * the local variable's index in each range. This array must have
 * the same size as the 'start' array.
 * @param desc
 * the class descriptor of the annotation class.
 */

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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/AnnotationWriter.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/Method.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckAnnotationAdapter.java
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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/ClassWriter.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/ByteVector.java
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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/MethodNode.java
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/**
 * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this constructor</i>. Instead, they must use the
 * [{@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}]
 * version.
 *
 * @param owner
 * the owner's class name.
 * @param access
 * the method's access flags (see [ @link Opcodes ]).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see [ @link Type Type ]).
 * @param mv
 * the method visitor to which this adapter delegates calls. May be <tt>null</tt>.
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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* /opt/cola/permits/1136829778_1613930970.48/0/spring-cloud-openfeign-core-2-2-3-release-sources-1-jar/org/springframework/cloud/openfeign/support/ResponseEntityDecoder.java

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1.103 jcabi-manifests 1.1

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* /opt/cola/permits/1145228696_1618217528.28/0/jcabi-manifests-1-1-sources-1-jar/com/jcabi/manifests/package-info.java
* /opt/cola/permits/1145228696_1618217528.28/0/jcabi-manifests-1-1-sources-1-jar/com/jcabi/manifests/ClasspathMfs.java

1.104 jakarta-validation-api 2.0.2

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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/CascadableDescriptor.java
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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Null.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintValidatorContext.java
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- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/metadata/ExecutableDescriptor.java
- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/groups/Default.java
- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/MessageInterpolator.java
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- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/metadata/methoddescriptor.java
- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/package-info.java
- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/valueextraction/UnwrapByDefault.java
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- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/bootstrap/ProviderSpecificBootstrap.java
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- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/constraints/NegativeOrZero.java
- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/ConstraintViolation.java
- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/ConstraintDefinitionException.java
- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/metadata/ValidateUnwrappedValue.java
- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/constraintvalidation/SupportedValidationTarget.java
- /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/groups/package-info.java
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1.105 redux 4.0.4

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1.106 hamcrest 1.3
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<title>EasyMock License</title>
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</head>
<body><div class="bodywidth">
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1.107 netty-resolver 4.1.32.Final

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  jar/io/netty/resolver/ResolvedAddressTypes.java
* /opt/cola/permits/1110676440_1606843194.97/0/netty-resolver-4-1-32-final-sources-2-
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  jar/io/netty/resolver/AddressResolverGroup.java
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  jar/io/netty/resolver/NameResolver.java
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jar/io/netty/resolver/AddressResolver.java
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jar/io/netty/resolver/HostsFileEntriesResolver.java
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jar/io/netty/resolver/AbstractAddressResolver.java

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1085011854_1598862727.22/0/java-driver-query-builder-4-6-1-sources-jar/META-INF/maven/com.datastax.oss/java-driver-query-builder/pom.xml

1.109 zipkin 2.21.1

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

Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk-Spec: 13
Automatic-Module-Name: zipkin2
Bnd-LastModified: 1586931162540
Build-Jdk: 13.0.2
Built-By: travis
Bundle-Description: Zipkin (Parent)
Bundle-DocURL: http://zipkin.io/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Zipkin Core Library
Bundle-SymbolicName: io.zipkin.zipkin2.zipkin
Bundle-Vendor: OpenZipkin
Bundle-Version: 2.21.1
Export-Package: zipkin2;version="2.21.1";uses:="zipkin2.codec.zipkin2.internal",zipkin2.codec;version="2.21.1";uses:="zipkin2.zipkin2.internal",zipkin2.storage;version="2.21.1";uses:="zipkin2.zipkin2.internal",zipkin2.v1;version="2.21.1";uses:="zipkin2.zipkin2.internal",zipkin2.internal;zipkin2internal=true;mandatory:="zipkin2internal;version="2.21.1";uses:="zipkin2.zipkin2.storage.zipkin2.v1"
1.110 des.js 1.0.1

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774479_1591200443.92/0/des-js-1-0-1-4-tgz/package/README.md
1.111 libedit 3.1-20181209-1

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1.112 base-files 10.3+deb10u9

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Ty Coon, President of Vice

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

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

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

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

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* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources.jar/springfox/documentation/schema/ModelDependencyProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources.jar/springfox/documentation/schema/ModelProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources.jar/springfox/documentation/schema/Maps.java
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* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources.jar/springfox/documentation/schema/property/BeanPropertyDefinitions.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources.jar/springfox/documentation/schema/property/BeanPropertyNamingStrategy.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources.jar/springfox/documentation/schema/ModelSpecificationProvider.java
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* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources.jar/springfox/documentation/schema/property/configuration/ObjectMapperConfigured.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources.jar/springfox/documentation/schema/ModelPropertiesProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources.jar/springfox/documentation/schema/plugins/SchemaPluginsManager.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources.jar/springfox/documentation/schema/plugin/configuration/ModelsConfiguration.java

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* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/BaseModelProperty.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/CachingModelPropertiesProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/bean/Accessors.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/bean/AccessorsProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/bean/BeanModelProperty.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/field/FieldProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/Annotations.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/DefaultModelDependencyProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/DefaultModelProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/DefaultModelSpecificationProvider.java
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* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/JaxbPresentInClassPathCondition.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/plugins/XmlModelPlugin.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/plugins/PropertyDiscriminatorBasedInheritancePlugin.java
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1.144 create-ecdh 4.0.4

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1.146 jctools-core 2.1.1

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1.147 shadow 4.5-1.1

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1.151 spring-plugin-metadata 2.0.0.RELEASE

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1.153 error_prone_annotations 2.3.4
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* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-Jar/com/google/errorprone/annotations/FormatString.java
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* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-Jar/com/google/errorprone/annotations/MustBeClosed.java
* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-Jar/com/google/errorprone/annotations/FormatMethod.java
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* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-Jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-Jar/com/google/errorprone/annotations/CheckReturnValue.java
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1.154 spin 2.3.2

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1.155 python-nacl 1.3.0-2

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* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-
  jar/springfox/documentation/service/BasicAuth.java
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  jar/springfox/documentation/service/SecurityScheme.java
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  jar/springfox/documentation/service/Parameter.java
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  jar/springfox/documentation/service/OAuth.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-
  jar/springfox/documentation/service/ApiKey.java

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/opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/RequestHandler.java
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* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/annotations/ApiIgnore.java
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* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/schema/AlternateTypeRule.java
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* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/builders/ApiListingBuilder.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/service/ResolvedMethodParameter.java
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1.157 mockserver-netty 5.5.1

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QAAAA, cAAAI, EAAA, cACAkC, OAAA, IAEAC, EAAAG, QAAAA, cAAAI, EAAA, cACAkC, OAAA, IAEAC, EAAAG,
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pB,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
B,GAAA,IAAAi0f,GAAAj0f,EAAA,KAATAA,EAAA,QAE,A,8BAA AyB,QAAA,SSAAAzB,GACAgpB,GAAAhp
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B, GAAA, EACA8G, OAAA, EAEA, IACA, KAAY, OAAAud, IAAY, CACxB, OAAA, GAAAiyF, UAAAih8G, EAAA, CACA, IAAAbC, EAAAna, GAAA6xF, UAQA, QAFAhpB, EAAA7oE, IAAE1b, KACA, OACA, QACA, QACA, MA AArO, EAEA, OACA, OAAA4yF, EAAApB, WAAA, OAAA93E, EAAA, CACA, IAAAbkD, EAAApkD, EAAAskF, cA CAvuG, EAAAiqB, EAAAoOf, cACAzB, EAAAhJ, EAAAmub, UACAmnB, EAAAmr7B, EAAAmzgE, wBAAAw5D, EAA AaU1B, cAAAav1B, EAAAnuf, KAAAn0f, EAAAn9D, GAAAuoeE, EAAAnuf, KAAAn0f, GAAAlueE, GACA4/E, EAA As7B, oCAAAAd, EAGA, MAAAl1H, EAEA, OAOA, OACA, OACA, OACA, QACA, MAAAl1H, EAEA, QACA22B, A A, QAQA5M, MAAAl4f, +Y, YAEK, MAAtAoO, GAClrhV, GAAAA, EAAAsE8G, EAAAutHE, EAGArvH, IAAAO, OAAqkB, JAAA4M, EAAA, OAAAaw5F, GAAApng, GAAAsm, GAAAsm, OAAAauW, WAAA, AAAA4f, +f, aAQA, IAAAx5F, GAAAsxvB, E AAa, OAAAaw5F, BAAIAyF, CACZBma, GAAA, EACAikd, OAAA, EACA, IACA, KAAY, OAAApD, +JAAy, CACxB, IA AAmqE, EAAAnqE, IAAAO, UGAfG, GAAAfA, GAAAn9b, GAAAoI, GAAAvyE, GAAAgkF, UAAA, IAAE, IAAAd7Z, FAAA, CACA, IAAAd+E, EAAAIvE, GAAAl6xF, UAAAY, EAAAIvE, EAAAd3f, EAAA93E, IACA, IAAAO0, IAAA, BAAA, IAAAO0, LAAA, QAAA, OAAAI+9E, GACA, OACAs8B, GAAAz mg, IACA, GAAAIyF, YAAA, EACA, MAEA, OACAwU, GAAAZmG, IACA, GAAAIyF, YAAA, EAAAI2U, GAAAz 5mG, GAAAl6xF, UAAAI7xF, IACA, MAEA, OACA4mG, GAAAs5mG, GAAAs6xF, UAAAY7xF, IACA, MAEA, OACAu mgG, GAAAa2G, EAAAl8P, IAAAn9P, EAAAl9G, OAAA, OAAAK+, +G, EAAAs6pB, MAAA, KAAAn7pB, EAAAs2hY, GAAAz 3hG, EAAAs2hG, UAAAI93E, MAAA, KAAAn7pB, EAAAs2hG, UAAAI93E, GAAA, MAGA6W, MAAA4f, +Y, YAEK, MAA AomG, GAClr7wF, GAAA, EAAAIkD, EAAAd4sC, EAGA7wF, IAAA, OAAAna, IAAAm4M, EAAA, OAAAw5F, GAAA pmG, GAAApO+D, WAAAn0P+D, WAAAf+P, aAAQG, GALAr+G, EAAAsuxF, GACASC/E, EAAAsmpB, KACAuuB, E AAAAs5pF, EAAAs0qH, YACAA7sC, EAAAs79E, FAAAAs2qH,eAEAh8B, IAAA/E, QAAA+jb, eAAAGA29GA, SAAAmd, EAAAp p1H, EAAAIhA, GACA, SAAAH, IAAAIhA, KAAY, IAAAIhA, KNAA, IAAY, KAAY, GAAA, IAAAI0wB, YAAAywvB, GAAAz ,IAAA, EAAAwuB, SAAAa0Gk, EAAAp1H, EAAAp8D, YAAA, aAAApqJd, DAAAuqPd, KAAAPqD, KAAAH H, EAAApqH1, 4BAAA, GAAArH1, EAAApqH1, wBAAAAl1H, MAA2GAIiH, CAAAAlbc, EAAAI+jb, cAAAa3td, gBAAA 4pG, GAAA, CACA, OAAA/L, GAAAs6B, GAAAsnB, KAAAn+, EAAAs9E, QAAAAnE, WAAA, WAAARAKsB, EAAAI69E, fAAAAs33E, OAOGAI, EAAAa2uf, GAA, mAAA93B, EAAAI6uB, EAAAs9pB, EAAAn9pB, EAAAwcE, EAAAn9pB, aAAGArHg, KAAAAsob, IAAA3gB, EAAAs44pF, EAAAs6fB, MAApApB, UAAA6R, GAAAs2uf, EAAA/E, EAAAI+jb, eAAA2F, WAAA+3E, EAAAyjB, aAAAaj6F, QAAAs40d, cAAA+/d, DAAA+/d, EAAAs6wD, EAAAs6wD, EAAAI6F, YAAA, AAYA, YAAY, CEA AvhC, KAAAsob, IAAAkJD, EAAAnE, MAAAIrG, GAAAskuE, OAAA, IAAA, EAAAs33E, IAAAa0zB, EAAAsvHc, K AAsob, IAAAkJD, EAAAs33E, IAAAOyJ, AAAA33P, EAAAswuF, QAAA30D, EAAAsikD, IAAAULueE, EAAAkueE, IAAAJk D, IAAAJqB, KAAAkog, GAAAJuB, EAAAhwD, GAAAl2D, EAAAlasB, GAAJusB, EAAA/L, GAAJusB, GAAA/E, IAAAI, IAAAavF, EAAAlggE, YAAAhgE, EAAAl24G,aAAAahpG, EAAAsWk, KAAAnE, EAAAl44G, eAAAljgg, EAAAljB, QAAAs5yB, EAAAl64G, YAAAtupB, EAAAlpe, MAAAnE, EAAAl84G, cAAApvB, EAAAl38D, WAAA+7D, JAAAsq 8B, eAAAcAC, SAAA7t7G, EAAAwk, KAAAxk, EAAAIjB, QAAAs5yB, EAAAmgE, kBAAAvmC, EAAAlkD, EAAAg7E ,EAAAlkH, SAAAv3B, GAAAs3uF, EAAAsuF, OAAAgB, EAAAp1E, KAAno1E, EAAAsd8D, UAAA+7D, EAAAw8B ,OAAAs7B, EAAAlpe, KAAAno1E, QAAAs35Y, QAAAs5yB, EAAAlhrH, SAAAv8B, OACAaE, EAAAlaE, GAAAI3u F, EAAAlp4F, EAAAlpF, DAAA2/C, YACF, IAAA3C, EAAAlomB, UAAAuoeE, EAAAl30F, KAAA, CACAgR, QAaAIhL, EACAoG, KAAAPgE, EAAAlwE, WACAnID, EAAAl9qB, EAAAl22C, YAMA, IAFA, oBAAAI+iC, EAAAIvY, EAAAIvyE, QAAAIvyE, EAAAlaeE, EAAAlaeE, +E, EAAAlaeXgG, OAACy7F, KAC7s5pF, EAAAsu2f, EAAAlaE, EAAAlaE, IAAA+5E+QAAAiiE, WAAAjwE, EAAAIoG, KAAAPgE, EAAAlgL, QAAAa2gC, UAAAa3rC, EAAAl8qB, IASA, IALAmyeG, GA AA, KAAc44B, EAAAlwF, GACA, GACA, KAAAIjnH, EAAAIwnM, QAAAhwE, EAAAl4pG, BAAAxvB, EAAAlvB, OAAA wvB, IAAAY, CACZBxV, GAAA, EACA25F, OAAA, EAEA, IACA, IAAAI+E, EAAAIa1f, EAAAlbI, OAAAw1d, IAAAY, CA C7B, IAAA2rG, EAAAIrG, GAAAIyF, UAEA, MAAAl0Z, EAAA, CACA, IAAAC, EAAAIrG, GAAAs6xF, UAIOf A13E, EAAAl+0D, GADA3uF, EAAAlYf, JAGA1b, KACA, OACA, QACA, QACA, MAEA, OACA, IAAnUH, EAAAr H, EAAAljyG, UACA, KAAZGEE, GAAAl0gX, UAAA, OAAAZZ, EAAAE, EAAAl9h9, wBAA2E, CAC3EC/AIAAI9gE, AAVvrH, EAAAl69G, cAAA79E, GAAA77F, KAAAxkH, EAAAnN, cAAAan+F, GAAA/f, EAAAl7F, KAAAxkH, EAAAnnE, cACAoN, EAAAP8G, mBAAaq8G, EAAAlF, EAAAnN, cAAAasN, EAAAIAT, qCAEA, IAAAIW, EAAAlrH, EAAAI+E+G, YACA, OAAAnN, GAAAl1K, GAAAs9gH, EAAAwH, EAAAlF, GACA, MAEA, OACA, IAAAG, EAAAzrH, EAAAI+G, YGAE, UAAAnwE, EAAAE, CAAA, GADA5C/E, EAAE, KACA, OAAAl79E, EAAAlw5B, MAAA, OAAAx5B, EAAAw 5B, MAAAz1B, KACA, OACA85E, EAAAl79E, EAAAlw5B, MAAAlqE, UACA, MAEA, OACA51B, EAAAl79E, EAA
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The document contains technical information about MSX SD-Branch Service Pack 4.0.0, mentioning various technical terms and references to specific files or services. It appears to be a detailed specification or update note for a software or hardware component, likely related to the MSX platform. The text is dense with technical jargon and references, indicating a high level of detail intended for developers or system administrators.
CLEAR_SUBMIT_ERRORS = prefix + 'CLEAR_SUBMIT_ERRORS';
export var CLEAR_ASYNC_ERROR = prefix + 'CLEAR_ASYNC_ERROR';
export var DESTROY = prefix + 'DESTROY';
export var FOCUS = prefix + 'FOCUS';
export var INITIALIZE = prefix + 'INITIALIZE';
export var REGISTER_FIELD = prefix + 'REGISTER_FIELD';
export var RESET = prefix + 'RESET';
export var RESET_SECTION = prefix + 'RESET_SECTION';
export var SET_SUBMIT_FAILED = prefix + 'SET_SUBMIT_FAILED';
export var SET_SUBMIT_SUCCEEDED = prefix + 'SET_SUBMIT_SUCCEEDED';
export var START_ASYNC_VALIDATION = prefix + 'START_ASYNC_VALIDATION';
export var START_SUBMIT = prefix + 'START_SUBMIT';
export var STOP_ASYNC_VALIDATION = prefix + 'STOP_ASYNC_VALIDATION';
export var STOP_SUBMIT = prefix + 'STOP_SUBMIT';
export var SUBMIT = prefix + 'SUBMIT';
export var TOUCH = prefix + 'TOUCH';
export var UNREGISTER_FIELD = prefix + 'UNREGISTER_FIELD';
export var UNTOUCH = prefix + 'UNTOUCH';
export var UPDATE_SYNC_ERRORS = prefix + 'UPDATE_SYNC_ERRORS';
export var UPDATE_SYNC_WARNINGS = prefix + 'UPDATE_SYNC_WARNINGS';

'use strict';

Object.defineProperty(exports, '__esModule', {
  value: true
});
exports.default = {
  easeOutFunction: 'cubic-bezier(0.23, 1, 0.32, 1)',
  easeInOutFunction: 'cubic-bezier(0.445, 0.05, 0.55, 0.95)',
  easeOut: function easeOut(duration, property, delay, easeFunction) {
    easeFunction = easeFunction || this.easeOutFunction;

    if (property & Object.prototype.toString.call(property) === '[object Array]') {
      var transitions = '';

      for (var i = 0; i < property.length; i++) {
        if (transitions)
          transitions += ',';
        transitions += this.create(duration, property[i], delay, easeFunction);
      }

      return transitions;
    } else {
      return this.create(duration, property, delay, easeFunction);
    }
  },
  create: function create(duration, property, delay, easeFunction) {
    duration = duration || '450ms';
    property = property || 'all';
    delay = delay || '0ms';
    easeFunction = easeFunction || 'linear';
    return property + ' ' + duration + ' ' + easeFunction + ' ' + delay;
  }
};

var splice = function splice(array, index, removeNum, value) {
  array = array || [];

  if (index < array.length) {
    if (value === undefined && !removeNum) {
      // inserting undefined
      var _copy2 = [].concat(_toConsumableArray(array));

      _copy2.splice(index, 0, true); // temporary placeholder

      _copy2[index] = undefined; // set to undefined
      return _copy2;
    }

    if (value != null) {
      var _copy3 = [].concat(_toConsumableArray(array));

      _copy3.splice(index, removeNum, value); // removing and adding
      return _copy3;
    }

    var _copy = [].concat(_toConsumableArray(array));

    _copy.splice(index, removeNum); // removing
    return _copy;
  }

  if (removeNum) {
    // trying to remove non-existant item: return original array
    return array;
  } // trying to add outside of range: just set value

  var copy = [].concat(_toConsumableArray(array));

  copy[index] = value;

  return copy;
};

import _toPath from 'lodash-es/toPath';

var getIn = function getIn(state, field) {
  if (!state) {
    return state;
  }

  var path = _toPath(field);

  var length = path.length;

  if (!length) {
    return undefined;
  }

  var result = state;

  for (var i = 0; i < length && result; ++i) {
    result = result[path[i]];
  }

  return result;
};

export default getIn;
you must return the current state. If the current state is undefined, you must return the initial state.

Do not reference these action types directly in your code:

```javascript
var randomString = function randomString() {
  return Math.random().toString(36).substring(7).split('').join('.');
};

var ActionTypes = {
  INIT: "@@redux/INIT" + randomString(),
  REPLACE: "@@redux/REPLACE" + randomString(),
  PROBE_UNKNOWN_ACTION: function PROBE_UNKNOWN_ACTION() {
    return "@@redux/PROBE_UNKNOWN_ACTION" + randomString();
  },
  // your object that you want to inspect
  @param {any} obj The object to inspect.
  @returns {boolean} True if the argument appears to be a plain object.
  function isPlainObject(obj) {
    if (typeof obj !== 'object' || obj === null) return false;
    var proto = obj;
    while (Object.getPrototypeOf(proto) !== null) {
      proto = Object.getPrototypeOf(proto);
    }
    return Object.getPrototypeOf(obj) === proto;
  }

  // Function that returns the next state tree, given the current state tree and the action.
  @param {any} preloadedState The initial state. You may optionally specify it to hydrate the state from the server in universal apps, or to restore a previously serialized user session.
  @param {Function} enhancer The root reducer function.
  @returns {Store} A Redux store that lets you read the state, dispatch actions, and subscribe to changes.

  // Function to create a new instance of the store.
  function createStore(reducer, preloadedState, enhancer) {
    var currentReducer = reducer;
    var currentState = preloadedState;
    var currentListeners = [];
    var nextListeners = currentListeners;
    var isDispatching = false;

    function ensureCanMutateNextListeners() {
      if (nextListeners === currentListeners) {
        nextListeners = currentListeners.slice();
      }
    }

    function subscribe(listener) {
      if (typeof listener !== 'function') {
        throw new Error('Expected the listener to be a function.');
      }
      if (isDispatching) {
        throw new Error('You may not call store.subscribe() while the reducer is executing. Use `subscribe()` in the top-level store instead.');
      }
      // + `Pass it down from the top reducer instead of reading it from the store.`
      (nextListeners = currentListeners.slice());
      if (nextListeners === currentListeners) {
        return *
      }
      var currentState = preloadedState;
      var currentListeners = [];
      var nextListeners = currentListeners.slice();
      var isDispatching = false;
      function ensureCanMutateNextListeners() {
        if (nextListeners === currentListeners) {
          return *
        }
        var currentState = preloadedState;
        var currentListeners = [];
        var nextListeners = currentListeners.slice();
        if (isDispatching) {
          throw new Error('You may not call store.subscribe() while the reducer is executing. Use `subscribe()` in the top-level store instead.');
        }
        // + `Pass it down from the top reducer instead of reading it from the store.`
        (nextListeners = currentListeners.slice());
        if (nextListeners === currentListeners) {
          return *
        }
        var currentState = preloadedState;
        var currentListeners = [];
        var nextListeners = currentListeners.slice();
        // function that returns the next state tree, given the current state tree and the action.
        function createStore(reducer, preloadedState, enhancer) {
          if (typeof preloadedState === 'function' && typeof enhancer === 'function' || typeof enhancer === 'function' && typeof arguments[3] === 'function') {
            throw new Error('Expected the enhancer to be a function.');
          }
          if (typeof enhancer !== 'function') {
            throw new Error('Expected the enhancer to be a function.');
          }
          if (typeof enhancer !== 'function') {
            throw new Error('Expected the enhancer to be a function.');
          }
        }
      // + `Pass it down from the top reducer instead of reading it from the store.`
      (nextListeners = currentListeners.slice());
      if (nextListeners === currentListeners) {
        return *
      }
      var currentState = preloadedState;
      var currentListeners = [];
      var nextListeners = currentListeners.slice();
      var isDispatching = false;
    }
  }
```

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```javascript
message.

function warning(message) {
  /* eslint-disable no-console */
  if (typeof

  subscription,
    getState: getState,
    replaceReducer: replaceReducer
  }, _ref2[$$observable] = observable,

  expiration

    // Calculate the next state.
    // For example, see the documentation for the `reduce-devtools` package. Even the
    // middleware will eventually dispatch plain object actions using this method.

    * @param {Object} action A plain object representing "what changed". It is
    * a good idea to keep actions serializable so you can record and replay user
    * sessions, or use the time travelling `reduce-devtools`. An action must have
    * a 'type' property which may not be 'undefined'. It is a good idea to use
    * string constants for action types.

    * @returns {void}

    * The minimal observable subscription method.

    * A minimal observable of state changes.

    * More information, see the observable proposal:

    * https://github.com/tc39/proposal-observable

    * function replaceReducer(nextReducer) {
      if (typeof nextReducer !== 'function') {
        throw new

    * @returns {object} The reducer for the store to use instead.

    * Interoperability point for observable/reactive libraries.

    * A minimal observable of state changes.

    * For more information, see the observable proposal:

    * https://github.com/tc39/proposal-observable

    * function subscribe(observer) {
      if (typeof observer !== 'object' || observer === null) {
        throw new

    * Convenience, the same action object you dispatched.

    * @returns {observable} A minimal observable of state changes.

    * For example, see the documentation for the `redux-thunk` package. Even the
    * middleware will eventually dispatch plain object actions using this method.

    * @param {Object} action A plain object representing "what changed". It is
    * a good idea to keep actions serializable so you can record and replay user
    * sessions, or use the time travelling `reduce-devtools`. An action must have
    * a 'type' property which may not be 'undefined'. It is a good idea to use
    * string constants for action types.

    * @returns {void}

    * The minimal observable subscription method.

    * A minimal observable of state changes.

    * For more information, see the observable proposal:

    * https://github.com/tc39/proposal-observable

    * function subscribe(observer) {
      if (typeof observer !== 'object' || observer === null) {
        throw new

    * Convenience, the same action object you dispatched.

    * @returns {subscribe} An object with an 'unsubscribe' method that can
    * be used to unsubscribe the observable from the store, and prevent further
    * emission of values from the observable.

    * function subscribe(function subscribe(observer) {
      if (typeof observer !== 'object' || observer === null) {
        throw new

    * Convenience, the same action object you dispatched.

    * @returns {void}

    * The minimal observable subscription method.

    * @param {Object} observer Any object that can be used as an observer.

    * The observer object should have a 'next' method.

    * An object with an 'unsubscribe' method that can
    * be used to unsubscribe the observable from the store, and prevent further
    * emission of values from the observable.

    * function subscribe(function subscribe(observer) {
      if (typeof observer !== 'object' || observer === null) {
        throw new

    * Convenience, the same action object you dispatched.

    * @returns {void}

    * The minimal observable subscription method.

    * @param {Object} observer Any object that can be used as an observer.

    * The observer object should have a 'next' method.

    * An object with an 'unsubscribe' method that can
    * be used to unsubscribe the observable from the store, and prevent further
    * emission of values from the observable.

    * function subscribe(function subscribe(observer) {
      if (typeof observer !== 'object' || observer === null) {
        throw new
```
(process.env.NODE_ENV !== 'production') {
  var warningMessage = getUnexpectedStateShapeWarningMessage(state, finalReducers, action, unexpectedKeyCache);
  if (warningMessage) {
    warning(warningMessage);
  }
}

var hasChanged = false;
var nextState = {};

for (var _i = 0; _i < finalReducerKeys.length; _i++) {
  var _key = finalReducerKeys[_i];
  var reducer = finalReducers[_key];
  var previousStateForKey = state[_key];
  var nextStateForKey = reducer(previousStateForKey, action);

  if (typeof nextStateForKey === 'undefined') {
    var errorMessage = getUndefinedStateErrorMessage(_key, action);
    throw new Error(errorMessage);
  }

  nextState[_key] = nextStateForKey;
  hasChanged = hasChanged || nextStateForKey !== previousStateForKey;
}

return hasChanged ? nextState : state;
}

function bindActionCreator(actionCreator, dispatch) {
  return function () {
    return dispatch(actionCreator.apply(this, arguments));
  };
}

/**
 * Turns an object whose values are action creators, into an object with the same keys, but with every function wrapped into a `dispatch` call so they can be invoked directly. This is just a convenience method, as you can call
 * `store.dispatch(MyActionCreators.doSomething())` yourself just fine.
 * For convenience, you can also pass a single function as the first argument, and get a function in return.
 * @param {Function|Object} actionCreators An object whose values are action creators.
 * One handy way to obtain it is to use ES6 `import * as` syntax. You may also pass a single function.
 * @param {Function} dispatch The `dispatch` function available on your Redux store.
 * @returns {Function|Object} The object mimicking the original object, but with every action creator wrapped into the `dispatch` call. If you passed a function as `actionCreators`, the return value will also be a single function.
 */

function bindActionCreators(actionCreators, dispatch) {
  if (typeof actionCreators === 'function') {
    return bindActionCreator(actionCreators, dispatch);
  }

  if (typeof actionCreators !== 'object' || actionCreators === null) {
    throw new Error("bindActionCreators expected an object or a function, instead received " + (actionCreators === null ? 'null' : typeof actionCreators) + ". Did you write `import ActionCreators from` instead of `import * as ActionCreators from`?");
  }

  var keys = Object.keys(actionCreators);
  var boundActionCreators = {};

  for (var i = 0; i < keys.length; i++) {
    var key = keys[i];
    var actionCreator = actionCreators[key];

    if (typeof actionCreator === 'function') {
      boundActionCreators[key] = bindActionCreator(actionCreator, dispatch);
    }
  }

  return boundActionCreators;
}

function _defineProperty(obj, key, value) {
  if (key in obj) {
    Object.defineProperty(obj, key, {
      value: value,
      enumerable: true,
      configurable: true,
      writable: true
    });
  } else {
    obj[key] = value;
  }

  return obj;
}

function _objectSpread(target) {
  for (var i = 1; i < arguments.length; i++) {
    var source = arguments[i] != null ? arguments[i] : {};
    var ownKeys = Object.keys(source);

    if (typeof Object.getOwnPropertySymbols === 'function') {
      ownKeys = ownKeys.concat(Object.getOwnPropertySymbols(source).filter(function (sym) {
        return Object.getOwnPropertyDescriptor(source, sym).enumerable;
      }));
    }

    ownKeys.forEach(function (key) {
      _defineProperty(target, key, source[key]);
    });
  }

  return target;
}

/**
 * Composes single-argument functions from right to left. The rightmost
 * function can take multiple arguments as it provides the signature for
 * the resulting composite function.
 * @param {...Function} functions The functions to compose. The first
 * argument will be passed to the rightmost function, the second to the
 * second-to-last, etc.
 * @returns {Function} A function obtained by composing the argument functions.
 */

function compose() {
  for (var _len = arguments.length, funcs = new Array(_len), _key = 0; _key < _len; _key++) {
    funcs[_key] = arguments[_key];
  }

  if (funcs.length === 0) {
    return function (arg) {
      return arg;
    };
  }

  if (funcs.length === 1) {
    return funcs[0];
  }

  return funcs.reduce(function (a, b) {
    return function (arg) {
      return a(b.apply(void 0, arguments));
    };
  }, function (arg) {
    return arg;
  });}}

/**
 * Creates a store enhancer that applies middleware to
 * the dispatch method of the Redux store. This is handy for a variety of tasks, such as expressing
 * asynchronous actions in a concise manner, or logging every action payload.
 * See `redux-thunk` package as an example of the Redux middleware.
 * @param {Array<Function>} middlewares An array of function enhancers.
 * Each one will be given the `dispatch` function as the first argument.
 * You may also pass a single function.
 * @returns {Function} A new `applyMiddleware` function that applies all middlewares to the dispatch function.
 */

function applyMiddleware(...middlewares) {
  return function (createStore) {
    var store = createStore();

    function enhancedDispatch(action) {
      return dispatch(action);
    }

    enhancedDispatch.actionCreator = function (f) {
      return function () {
        return dispatch(f.apply(void 0, arguments));
      };
    }

    enhancedDispatch._isFlashStore = true;

    enhancedDispatchMiddleware = applyMiddleware(applyMiddlewareMiddlewares, applyMiddlewareFlashStore)(enhancedDispatch);

    function applyMiddlewareMiddlewares(applyMiddleware) {
      return function (enhancedDispatch) {
        enhancedDispatch._isFlashStore = false;
        return applyMiddleware.apply(void 0, arguments)(enhancedDispatch);
      };
    }

    function applyMiddlewareFlashStore(applyMiddleware) {
      return function (enhancedDispatch) {
        enhancedDispatch._isFlashStore = true;
        return applyMiddleware.apply(void 0, arguments)(enhancedDispatch);
      };
    }

    returnfunction (args) {
      if (args[0] === undefined) {
        throw new Error("Expected dispatch to be a function, received: " + JSON.stringify(args[0]));
      }

      var fn = args[0];
      var args = (args.length > 1) ? args.slice(1) : undefined;

      var hasChanged = false;
      var nextState = {};

      for (var _i = 0; _i < finalReducerKeys.length; _i++) {
        var _key = finalReducerKeys[_i];
        var reducer = finalReducers[_key];
        var previousStateForKey = state[_key];
        var nextStateForKey = reducer(previousStateForKey, action);

        if (typeof nextStateForKey === 'undefined') {
          var errorMessage = getUndefinedStateErrorMessage(_key, action);
          throw new Error(errorMessage);
        }

        nextState[_key] = nextStateForKey;
        hasChanged = hasChanged || nextStateForKey !== previousStateForKey;
      }

      return hasChanged ? nextState : state;
    };

    return enhancedDispatch;
  };

  return createStore;};

/**
 * Creates a store enhancer that applies middleware to
 * the dispatch method of the Redux store. This is handy for a variety of tasks, such as expressing
 * asynchronous actions in a concise manner, or logging every action payload.
 * See `redux-thunk` package as an example of the Redux middleware.
 * @param {Array<Function>} middlewares An array of function enhancers.
 * Each one will be given the `dispatch` function as the first argument.
 * You may also pass a single function.
 * @returns {Function} A new `applyMiddleware` function that applies all middlewares to the dispatch function.
 */

function applyMiddleware(...middlewares) {
  return function (createStore) {
    var store = createStore();

    function enhancedDispatch(action) {
      return dispatch(action);
    }

    enhancedDispatch.actionCreator = function (f) {
      return function () {
        return dispatch(f.apply(void 0, arguments));
      };
    }

    enhancedDispatch._isFlashStore = true;

    enhancedDispatchMiddleware = applyMiddleware(applyMiddlewareMiddlewares, applyMiddlewareFlashStore)(enhancedDispatch);

    function applyMiddlewareMiddlewares(applyMiddleware) {
      return function (enhancedDispatch) {
        enhancedDispatch._isFlashStore = false;
        return applyMiddleware.apply(void 0, arguments)(enhancedDispatch);
      };
    }

    function applyMiddlewareFlashStore(applyMiddleware) {
      return function (enhancedDispatch) {
        enhancedDispatch._isFlashStore = true;
        return applyMiddleware.apply(void 0, arguments)(enhancedDispatch);
      };
    }

    returnfunction (args) {
      if (args[0] === undefined) {
        throw new Error("Expected dispatch to be a function, received: " + JSON.stringify(args[0]));
      }

      var fn = args[0];
      var args = (args.length > 1) ? args.slice(1) : undefined;

      var hasChanged = false;
      var nextState = {};

      for (var _i = 0; _i < finalReducerKeys.length; _i++) {
        var _key = finalReducerKeys[_i];
        var reducer = finalReducers[_key];
        var previousStateForKey = state[_key];
        var nextStateForKey = reducer(previousStateForKey, action);

        if (typeof nextStateForKey === 'undefined') {
          var errorMessage = getUndefinedStateErrorMessage(_key, action);
          throw new Error(errorMessage);
        }

        nextState[_key] = nextStateForKey;
        hasChanged = hasChanged || nextStateForKey !== previousStateForKey;
      }

      return hasChanged ? nextState : state;
    };

    return enhancedDispatch;
  };

  return createStore;};
function applyMiddleware()
{
  for (var _len = arguments.length, middlewares = new Array(_len), _key = 0; _key < _len; _key++) {
    middlewares[_key] = arguments[_key];
  }

  return function (createStore) {
    return function () {
      var store = createStore.apply(void 0, arguments);
      var _dispatch = function dispatch() {
        throw new Error("Dispatching while constructing your middleware is not allowed. "+"Other middleware would not be applied to this dispatch.");
      };
      var middlewareAPI = {
        getState: store.getState,
        dispatch: function dispatch()
          return dispatch.apply(void 0, arguments);
      };
      var Dispatch = middlewares.map(function (middleware) {
        return function () {
          middlewareAPI.dispatch = middlewareAPI.dispatch.apply(void 0, arguments);
          return middlewareAPI.dispatch.apply(void 0, arguments);
        };
      });
      return compose.apply(void 0, chain(store.dispatch));
    };
  };
}
/*
 * This is a dummy function to check if the function name has been altered by minification.
 * If the function has been minified and NODE_ENV !== 'production', warn the user.
 */

function isCrushed()
{}

if (process.env.NODE_ENV !== 'production' && typeof isCrushed.name === 'string' && isCrushed.name !== 'isCrushed') {
  warning('You are currently using minified code outside of NODE_ENV !== "production". ' + 'This means that you are running a slower development build of Redux. ' + 'You can use loose-envify (https://github.com/zertosh/loose-envify) for browserify ' + 'or setting mode to production in webpack (https://webpack.js.org/concepts/mode/) ' + 'to ensure you have the correct code for your production build.');
}

export { createStore, combineReducers, bindActionCreators, applyMiddleware, compose, ActionTypes as __DO_NOT_USE__ActionTypes };
as RefreshIndicator;

export {_SelectField as SelectField};

export {_Slider as Slider};

export {_Subheader as Subheader};

export {_SvgIcon as SvgIcon};

export {_Step from './Step'};

export {_StepButton from './StepButton'};

export {_StepContent from './StepContent'};

export {_StepLabel from './StepLabel'};

export {_Tabs from './Tabs'};

export {_Tab from './Tab'};

export {_Table from './Table'};

export {_TableBody from './TableBody'};

export {_TableFooter from './TableFooter'};

export {_TableHeader from './TableHeader'};

export {_TableRow from './TableRow'};

export {_TableRowColumn from './TableRowColumn'};

export {_TextField as TextField};

export {_TimePicker as TimePicker};

export {_Toggle as Toggle};

export {_Toolbar as Toolbar};

export {_ToolbarGroup as ToolbarGroup};

export {_ToolbarSeparator as ToolbarSeparator};

export {_ToolbarTitle as ToolbarTitle};

/**
 * Checks if `value` is classified as an `Array` object.
 *
 * @static
 * @memberOf _
 * @since 0.1.0
 * @category Lang
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is an array, else `false`.
 * @example
 *
 * _.isArray([1, 2, 3]);
 * // => true
 *
 * _.isArray(document.body.children);
 * // => false
 *
 * _.isArray('abc');
 * // => false
 *
 * _.isArray(_.noop);
 * // => false
 */

var isArray = Array.isArray;

export default isArray;
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directory of this source tree. An additional grant* of patent rights can be found in the PATENTS file in the same

hasOwnProperty = objectProto.hasOwnProperty;

/**
 * The base implementation of `_.isNative` without bad shim checks.
 * @private
 * @param {Function} value The value to check.
 * @returns {boolean} Returns `true` if `value` is a native function,
 * else `false`.
 */

var isFunction = baseIsNative ? function isFunction(value) {
  return typeof value == 'function';
} : baseIsNative;

/**
 * Checks if `value` is classified as an `Array` object.
 * @static
 * @memberOf _
 * @since 0.1.0
 * @category Lang
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is an array, else `false`.
 * @example
 *
 * _.isArray([1, 2, 3]);
 * // => true
 *
 * _.isArray(document.body.children);
 * // => false
 *
 * _.isArray('abc');
 * // => false
 * @example
 *
 * _.isArray(_.noop);
 * // => false
 */

var isArray = Array.isArray;

module.exports = isArray;
(search.length === 1) return search.charCodeAt(0);  //


keyCode.isEventKey = function isEventKey(event, nameOrCode) {
  if (event && 'object' === typeof event) {
    var keyCode = event.which || event.keyCode || event.charCode;

    if (keyCode === null || keyCode === undefined) {
      return false;
    }  // check codes

    var foundNamedKey = codes[nameOrCode.toLowerCase()];

    if (foundNamedKey) {
      return foundNamedKey === keyCode;
    }  // check aliases

    var foundNamedKey = aliases[nameOrCode.toLowerCase()];

    if (foundNamedKey) {
      return foundNamedKey === keyCode;
    }
  } else if (typeof nameOrCode === 'number') {
    return nameOrCode === keyCode;
  }

  return false;
};

exports = module.exports = keyCode;
/**
 * Get by number
 *
 *   exports.code['enter'] // => 13
 */

var codes = exports.code = exports.codes = {
  'backspace': 8,
  'tab': 9,
  'enter': 13,
  'shift': 16,
  'ctrl': 17,
  'alt': 18,
  'pause/break': 19,
  'caps lock': 20,
  'esc': 27,
  'space': 32,
  'page up': 33,
  'page down': 34,
  'end': 35,
  'home': 36,
  'left': 37,
  'up': 38,
  'right': 39,
  'down': 40,
  'insert': 45,
  'delete': 46,
  'command': 91,
  'option': 18,
  'return': 13,
  'escape': 27,
  'spacebar': 32,
  'gpup': 33,
  'pgdn': 34,
  'ins': 45,
  'del': 46,
  'cmd': 91
};

function keys(object) {
  return isArrayLike(object) ? arrayLikeKeys(object) : baseKeys(object);
}

module.exports = keys;
createProvider(storeKey) {
  var _Provider$childContex;
  if (storeKey === void 0) { storeKey = 'store';

  var subscriptionKey = storeKey + "\"Subscription\"";
  var Provider =
  /*#__PURE__*/
  function (_Component) {
    _inheritsLoose(Provider, _Component);

    var _proto = Provider.prototype;

    _proto.getChildContext = function getFirstChild() {
      var _ref;

      return _ref = {}, _ref[storeKey] = this[storeKey], _ref[subscriptionKey] = null, _ref;
    };

    function Provider(props, context) {
      var _this;

      _this = _Component.call(this, props, context) || this;
      _this[storeKey] = props.store;
      return _this;
    }

    _proto.render = function render() {
      return Children.only(this.props.children);
    };

    return Provider;
  }(Component);

  if (process.env.NODE_ENV !== 'production') {
    Provider.prototype.componentWillReceiveProps = function (nextProps) {
      if (this[storeKey] !== nextProps.store) {
        warnAboutReceivingStore();
      }
    };
  }

  Provider.propTypes = {
    store: storeShape.isRequired,
    children: PropTypes.element.isRequired
  };
  Provider.childContextTypes =
  /*#__PURE__*/
  function (_Provider$childContex = {}, _Provider$childContex[storeKey] = storeShape.isRequired,
  _Provider$childContex[subscriptionKey] = subscriptionShape, _Provider$childContex);
  return Provider;
}
export default createProvider();
statics;\nimport invariant from 'invariant';\nimport { Component, createElement } from 'react';\nimport { isValidElementType } from 'react-is';\nimport invariant from 'invariant';\nimport { Component, createElement } from 'react';
import { storeShape, subscriptionShape } from '../utils/PropTypes';

var hotReloadingVersion = 0;
var dummyState = {};

function makeSelectorStateful(sourceSelector, store) {
  // wrap the selector in an object that tracks its
  // results between runs.
  var selector = {
    run: function runComponentSelector(props) {
      try {
        var nextProps = sourceSelector(store.getState(), props);

        if (nextProps !== selector.props || selector.error) {
          selector.shouldComponentUpdate = true;
          selector.props = nextProps;
          selector.error = null;
        }
      }
      catch (error) {
        selector.shouldComponentUpdate = true;
        selector.error = error;
      }
    }
  };
  return selector;
}

function noop() {}

export default function connectAdvanced(
/*
  selectorFactory is a func that is responsible
  for returning the selector function used to
  compute new props from state, props, and dispatch. For example:

  export default connectAdvanced((dispatch, options) => (state, props) => ({
    thing: state.things[props.thingId],
    saveThing: fields => dispatch(actionCreators.saveThing(props.thingId, fields)),
  }))(YourComponent)

  Access to dispatch is provided to the factory so selectorFactories can bind actionCreators
  outside of their selector
  as an optimization. Options passed to connectAdvanced are passed to
  the selectorFactory, along with display-name and WrappedComponent, as the second argument.

  Note that selectorFactory is responsible for all
  caching/memoization of inbound and outbound
  props. Do not use connectAdvanced directly without memoizing
  results between calls to your selector.
  otherwise the Connect component will re-render on every state or props
  change.

  // options object: ref
  // options object: ref
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  // options object: ref
  // options object: ref
  // options object: ref
  // options object: ref
  // options object: ref
  // options object: ref
  // options object: ref

  var _contextTypes, _childContextTypes;
  if (_ref === void 0) {
    _ref = {};
  }

  var _ref2 = _ref,
      _ref2$getDisplayName = _ref2.getDisplayName,
      _ref2$methodName = _ref2.methodName,
      _ref2$renderCountProp = _ref2.renderCountProp,
      _ref2$shouldHandleStateChanges = _ref2.shouldHandleStateChanges,
      _ref2$storeKey = _ref2.storeKey,
      _ref2$withRef = _ref2.withRef,
      _ref2 = _ref2;

  return function wrapWithConnect(WrappedComponent) {

    invariant(isValidElementType(WrappedComponent), "You must pass a component to the function returned by " +


    var renderCount = 0;
    var displayMode = undefined;

    return function wrapWithConnect(WrappedComponent) {

    invariant(isValidElementType(WrappedComponent), "You must pass a component to the function returned by " +

    var renderCount = 0;
    var displayMode = undefined;

    return function wrapWithConnect(WrappedComponent) {

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    invariant(isValidElementType(WrappedComponent), "You must pass a component to the function returned by " +

    var renderCount = 0;
    var displayMode = undefined;

    return function wrapWithConnect(WrappedComponent) {

    invariant(isValidElementType(WrappedComponent), "You must pass a component to the function returned by " +

    var renderCount = 0;
    var displayMode = undefined;
wrap the root component in a <Provider>, ") + ("or explicitly pass \"" + storeKey + "\" as a prop to \"" + displayName + "\"");

        _this.initSelector();

        _this.initSubscription();

        return _this;

      }

      var _proto = Connect.prototype;

      _proto.getChildContext = function getChildContext() {
        var 
          // If this component received store from props, its subscription should be transparent to any descendants receiving store+subscription from context; it passes along \n          // subscription passed to it. Otherwise, it shadows the parent subscription, which allows
          // Connect to control ordering of notifications to flow top-down.

          var subscription = this.propsMode ? null : this.subscription;
          return _ref3 = {},
          _ref3[subscriptionKey] = subscription || this.context[subscriptionKey], _ref3;
      };

      _proto.componentDidMount = function componentDidMount() {
        if (!shouldHandleStateChanges) return; // parentSub's source should match where store came from: props vs. context. A component
          // shouldn't use subscription from context, or vice versa.

          var parentSub = (this.propsMode ? this.props : this.context)[subscriptionKey];
          this.subscription = new Subscription(this.store, parentSub, this.onStateChange.bind(this)); // `notifyNestedSubs` is duplicated to handle the case where the component is unmounted
          // the middle of the notification loop, where `this.subscription` will then be null. An
          // extra null check every change can be avoided by copying the method onto `this` and then
          // replacing it with a no-op on unmount. This can probably be avoided if Subscription
          // listeners logic is changed to not call listeners that have been unsubscribed in the
          // middle of the notification loop.

          this.notifyNestedSubs = noop;
          this.store = null;
          this.selector.run = noop;
          this.selector.shouldComponentUpdate = false;
          this.notifyNestedSubs = this.subscription.notifyNestedSubs.bind(this.subscription);

          return this.wrappedInstance = function getWrappedInstance() {
            invariant(withRef, "To access the wrapped instance, you need to specify \"withRef: true \" in the options argument of the \" + methodName + \"() call.");


          var sourceSelector = selectorFactory(this.store.dispatch, selectorFactoryOptions);
          this.selector = makeSelectorStateful(sourceSelector, this.store);
          this.selector.run(this.props);

          if (!this.selector.shouldComponentUpdate) {

            this.notifyNestedSubs();
          } else {
            this.componentDidUpdate = this.notifyNestedSubsOnComponentDidUpdate;
            this.setState(dummyState);
          }

          this.componentDidUpdate = undefined;

          this.notifyNestedSubs();
          return this.selector.run(this.props);
        };

        _proto.shouldComponentUpdate = function shouldComponentUpdate() {
          return this.selector.shouldComponentUpdate;
        };

        _proto.componentWillUnmount = function willUnmount() {
          if (this.subscription) this.subscription.tryUnsubscribe();
          this.subscription = null;
          this.notifyNestedSubs = noop;
          this.store = null;
          this.selector.run = noop;
          this.selector.shouldComponentUpdate = false;
          this.notifyNestedSubs = this.selector.run((this.props));
          if (!this.selector.shouldComponentUpdate) {
            this.selector.run(this.props);
          } else {
            this.componentDidUpdate = this.notifyNestedSubsOnComponentDidUpdate;
            this.setState(dummyState);
          }

          this.componentDidUpdate = undefined;

          this.notifyNestedSubs = function notifyNestedSubsOnComponentDidUpdate() {
            // `componentDidUpdate` is conditionally implemented when `onStateChange` determines it
            // needs to notify nested subs. Once called, it unimplements itself until further state
            // changes occur. Doing it this way vs having a permanent `componentDidUpdate` that
            // is a boolean check every time avoids an extra method call most of the time, resulting
            // in some perf boost.

            this.notifyNestedSubs();
          }

          this.isSubscribed = function isSubscribed() {

            return Boolean(this.subscription) && this.subscription.isSubscribed();
          }

          this.addExtraProps = function addExtraProps(props) {
            if (!withRef && !renderCountProp && (!this.propsMode && !this.subscription))
return props; // make a shallow copy so that fields added don't leak to the original selector.

return Connect;
proxy.mapToProps(stateOrDispatch, ownProps) : proxy.mapToProps(stateOrDispatch);

    proxy.dependsOnOwnProps = true;

    proxy.mapToProps = mapToProps;

    proxy.dependsOnOwnProps = getDependsOnOwnProps(mapToProps);

    proxy.dependsOnOwnProps = getDependsOnOwnProps(mapToProps);

    var props = proxy(stateOrDispatch, ownProps);

    if (typeof props === 'function')
      proxy.dependsOnOwnProps = getDependsOnOwnProps(props);

    return props;
  };
}

import { bindActionCreators } from 'redux';
import {
  wrapMapToPropsConstant, wrapMapToPropsFunc } from './wrapMapToProps';
export function whenMapDispatchToPropsIsFunction(mapDispatchToProps) {
  return typeof mapDispatchToProps === 'function' ? wrapMapToPropsFunc(mapDispatchToProps, 'mapDispatchToProps') : undefined;
}
export function whenMapDispatchToPropsIsMissing(mapDispatchToProps) {
  return !mapDispatchToProps ? wrapMapToPropsConstant(function (dispatch) {
    return {
      dispatch: dispatch
    };
  }) : undefined;
}
export function whenMapDispatchToPropsIsObject(mapDispatchToProps) {
  return mapDispatchToProps && typeof mapDispatchToProps === 'object' ? wrapMapToPropsConstant(function (dispatch) {
    return bindActionCreators(mapDispatchToProps, dispatch);
  }) : undefined;
}
export default [whenMapStateToPropsIsFunction, whenMapStateToPropsIsMissing, whenMapDispatchToPropsIsFunction, whenMapDispatchToPropsIsMissing, whenMapDispatchToPropsIsObject];

import _extends from '@babel/runtime/helpers/esm/extends';
import verifyPlainObject from '../utils/verifyPlainObject';
export function defaultMergeProps(stateProps, dispatchProps, ownProps) {
  return _extends({}, ownProps, stateProps, dispatchProps);
}
export function wrapMergePropsFunc(mergeProps) {
  return function initMergePropsProxy(dispatch, _ref) {
    var displayName = _ref.displayName,
        pure = _ref.pure,
        areMergedPropsEqual = _ref.areMergedPropsEqual;
    var hasRunOnce = false;
    var mergedProps;
    return function mergePropsProxy(stateProps, dispatchProps, ownProps) {
      var nextMergedProps = mergeProps(stateProps, dispatchProps, ownProps);

      if (hasRunOnce) {
        if (!pure || !areMergedPropsEqual(nextMergedProps, mergedProps)) mergedProps = nextMergedProps;
      } else {
        hasRunOnce = true;
        mergedProps = nextMergedProps;
        if (process.env.NODE_ENV !== 'production') verifyPlainObject(mergedProps, displayName, 'mergeProps');
      }

      return mergedProps;
    };
  };
}
export function whenMergePropsIsFunction(mergeProps) {
  return typeof mergeProps === 'function' ? wrapMergePropsFunc(mergeProps) : undefined;
}
export function whenMergePropsIsOmitted(mergeProps) {
  return !mergeProps ? function () {
    return defaultMergeProps;
  } : undefined;
}
export default [whenMergePropsIsFunction, whenMergePropsIsOmitted];

import _objectWithoutPropertiesLoose from '@babel/runtime/helpers/esm/objectWithoutPropertiesLoose';
import verifySubselectors from './verifySubselectors';
export function impureFinalPropsSelectorFactory(mapStateToProps, mapDispatchToProps, mergeProps, dispatch) {
  return function impureFinalPropsSelector(state, ownProps) {
    return mergeProps(mapStateToProps(state, ownProps), mapDispatchToProps(dispatch, ownProps), ownProps);
  };
}

export function pureFinalPropsSelectorFactory(mapStateToProps, mapDispatchToProps, mergeProps, dispatch, _ref) {
  var areStatesEqual = _ref.areStatesEqual,
      areOwnPropsEqual = _ref.areOwnPropsEqual,
      areStatePropsEqual = _ref.areStatePropsEqual;
  var hasRunOnce = false;
  var var stateProps;
  var var dispatchProps;
  var var mergedProps;
  var function handleFirstCall(firstState, firstOwnProps) {
    var state = firstState;
    var ownProps = firstOwnProps;
    var stateProps = mapStateToProps(state, ownProps);
    var dispatchProps = mapDispatchToProps(dispatch, ownProps);
    var mergedProps = mergeProps(stateProps, dispatchProps, ownProps);
    var hasRunAtLeastOnce = true;
  };

  function
handleNewPropsAndNewState() {

  stateProps = mapStateToProps(state, ownProps);
  if (mapDispatchToProps.dependsOnOwnProps) dispatchProps = mapDispatchToProps(dispatch, ownProps);
  mergedProps = mergeProps(stateProps, dispatchProps, ownProps);
  return mergedProps;
}

function handleNewPropsAndNewState(
  var nextStateProps = mapStateToProps(state, ownProps);
  var statePropsChanged = !areStatePropsEqual(nextStateProps, stateProps);
  if (statePropsChanged) mergedProps = mergeProps(stateProps, dispatchProps, ownProps);
  return mergedProps;
)

function handleNewProps() {
  if (mapStateToProps.dependsOnOwnProps) stateProps = mapStateToProps(state, ownProps);
  if (mapDispatchToProps.dependsOnOwnProps) dispatchProps = mapDispatchToProps(dispatch, ownProps);
  mergedProps = mergeProps(stateProps, dispatchProps, ownProps);
  return mergedProps;
}

function handleNewState() {
  var nextStateProps = mapStateToProps(state, ownProps);
  var statePropsChanged = !areStatePropsEqual(nextStateProps, stateProps);
  stateProps = nextStateProps;
  if (statePropsChanged) mergedProps = mergeProps(stateProps, dispatchProps, ownProps);
  return mergedProps;
}

function handleSubsequentCalls(nextState, nextOwnProps) {
  var propsChanged = !areOwnPropsEqual(nextOwnProps, ownProps);
  var stateChanged = !areStatesEqual(nextState, state);
  state = nextState;
  ownProps = nextOwnProps;
  if (propsChanged && stateChanged) return handleNewPropsAndNewState();
  if (propsChanged) return handleNewProps();
  if (stateChanged) return handleNewState();
  return mergedProps;
}

return function pureFinalPropsSelector(nextState, nextOwnProps) {
  return hasRunAtLeastOnce ? handleSubsequentCalls(nextState, nextOwnProps) : handleFirstCall(nextState, nextOwnProps);
};

export default function finalPropsSelectorFactory(dispatch, _ref2) {
  var initMapStateToProps = _ref2.initMapStateToProps,
      initMapDispatchToProps = _ref2.initMapDispatchToProps,
      initMergeProps = _ref2.initMergeProps,
      options = _objectWithoutPropertiesLoose(_ref2, ["initMapStateToProps", "initMapDispatchToProps", "initMergeProps"]);

  var mapStateToProps = initMapStateToProps(dispatch, options);
  var mapDispatchToProps = initMapDispatchToProps(dispatch, options);
  var mergeProps = initMergeProps(dispatch, options);

  if (process.env.NODE_ENV !== 'production') {
    verifySubselectors(mapStateToProps, mapDispatchToProps, mergeProps, options.displayName);
  }

  var selectorFactory = options.pure ? pureFinalPropsSelectorFactory : impureFinalPropsSelectorFactory;
  return selectorFactory(mapStateToProps, mapDispatchToProps, mergeProps, dispatch, options);
}

/*
  connect is a facade over connectAdvanced. It turns its args into a compatible
  selectorFactory, which has the signature:

    (dispatch, options) => (nextState, nextOwnProps) =>

  It uses connectAdvanced as its underling connect factory for each
  Connect component instance.

  There is a main goal for Connect: to provide an easy and
  low-maintenance way to connect components to store state.
*/

function strictEqual(a, b) {
  return a === b;
}

/*
  createConnect with default args builds the 'official' connect behavior. Calling it with
  different options opens up some testing and extensibility scenarios
*/

export function createConnect(_temp) {
  var _ref = _temp === void 0 ? {} : _temp,
      _ref$connectHOC = _ref.connectHOC,
      connectHOC = _ref$connectHOC === void 0 ? connectAdvanced : _ref$connectHOC,
      _ref$mapStateToPropsF = _ref.mapStateToPropsFactories,
      _ref$mapDispatchToPropsF = _ref.mapDispatchToPropsFactories,
      _ref$mergePropsF = _ref.mergePropsFactories,
      _ref$options = _ref.options,
      options = _objectWithoutPropertiesLoose(_ref, ['connectHOC', 'mapStateToPropsFactories', 'mapDispatchToPropsFactories', 'mergePropsFactories', 'options']);

  // ...
require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _events = require('../utils/events');

var _events2 = _interopRequireDefault(_events);

var _keycode = require('keycode');

var _keycode2 = _interopRequireDefault(_keycode);

var _FocusRipple = require('./FocusRipple');

var _FocusRipple2 = _interopRequireDefault(_FocusRipple);

var _TouchRipple = require('./TouchRipple');

var _TouchRipple2 = _interopRequireDefault(_TouchRipple);

function _interopRequireDefault(obj) {
  return obj &&
  obj.__esModule ? obj : {
    default: obj
  }
}

var styleInjected = false;
var listening = false;
var tabPressed = false;

function injectStyle() {
  if (!style Injected) {
    // Remove inner padding and border in Firefox 4+.

    var style = document.createElement('style');
    style.innerHTML = '\n      button::-moz-focus-inner,\n      input::-moz-focus-inner {\n        border: 0;\n        padding: 0;\n      }\n    ';
    document.body.appendChild(style);

    style Injected = true;
  }
}

function listenForTabPresses() {
  if (!listening) {
    _events2.default.on(window, 'keydown', function (event) {
      tabPressed = (0, _keycode2.default)(event) === 'tab';
    });

    listening = true;
  }
}

var EnhancedButton = function (_Component) {
  (0, _inherits3.default)(EnhancedButton, _Component);

  function EnhancedButton() {

    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, EnhancedButton);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = EnhancedButton.__proto__ || (0, _getPrototypeOf2.default)(EnhancedButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      isKeyboardFocused: false
    }, _this.handleKeyDown = function (event) {
      if (!_this.props.disabled && !_this.props.disableKeyboardFocus) {
        if ((0, _keycode2.default)(event) === 'esc' && _this.state.isKeyboardFocused) {
          _this.removeKeyboardFocus(event);
        }

        _this.props.onKeyDown(event);
      }
    }, _this.handleKeyUp = function (event) {
      _this.props.onKeyUp(event);
    }, _this.handleBlur = function (event) {
      _this.cancelFocusTimeout();

      _this.removeKeyboardFocus(event);

      _this.props.onBlur(event);
    }, _this.handleFocus = function (event) {
      if (event) event.persist();

      if (!_this.props.disabled && !_this.props.disableKeyboardFocus) {
        // setTimeout is needed because the focus event fires first
        // Wait so that we can capture if this was a keyboard
        // focus or touch focus
        _this.focusTimeout = setTimeout(function () {
          if (tabPressed) {
            _this.setKeyboardFocus(event);

            tabPressed = false;
          }
        }, 150);

        _this.props.onFocus(event);
      }
    }, _this.handleClick = function (event) {
      _this.cancelFocusTimeout();

      if (!_this.props.disabled) {

        _this.removeKeyboardFocus(event);

        _this.props.onClick(event);
      }
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(EnhancedButton, [
    {
      key: 'componentWillMount',
      value: function componentWillMount() {
        var _props = this.props,
            disabled = _props.disabled,
            disableKeyboardFocus = _props.disableKeyboardFocus,
            keyboardFocused = _props.keyboardFocused;

        if (!disabled && keyboardFocused && !disableKeyboardFocus) {
          this.setState({
            isKeyboardFocused: true
          });
        }
      }
    },
    {
      key: 'componentDidMount',
      value: function componentDidMount() {
        injectStyle();
        listenForTabPresses();

        if (this.state.isKeyboardFocused) {
          this.button.focus();
          this.props.onKeyboardFocus(null, true);
        }
      }
    },
    {
      key: 'componentWillReceiveProps',
      value: function componentWillReceiveProps(nextProps) {
        if ((nextProps.disabled || nextProps.disableKeyboardFocus) && this.state.isKeyboardFocused) {
          this.setState({
            isKeyboardFocused: false
          });

          if (nextProps.onKeyboardFocus) {
            nextProps.onKeyboardFocus(null, false);
          }
        }
      }
    },
    {
      key: 'componentWillUnmount',
      value: function componentWillUnmount() {
        this.focusTimeout = setTimeout(this.focusTimeout, this.focusTimeout);

        this.state.isKeyboardFocused = false;
      }
    },
    {
      key: 'isKeyboardFocused',
      value: function isKeyboardFocused() {
        return this.state.isKeyboardFocused;
      }
    },
    {
      key: 'removeKeyboardFocus',
      value: function removeKeyboardFocus(event) {
        this.state.isKeyboardFocused = false;
      }
    }
  ]);
this.setState({
  isKeyboardFocused: true
});

this.props.onKeyboardFocus(event, true);

function cancelFocusTimeout() {
  if (this.focusTimeout) {
    clearTimeout(this.focusTimeout);
  }
}

this.focusTimeout = null;

function createButtonChildren() {
  var props2 = this.props;
  var children = props2.children;
  var disabled = props2.disabled;

  // Focus Ripple
  var focusRipple = this.state.isKeyboardFocused && !disabled && !props2.disabledFocusRipple && !props2.disabledKeyboardFocus ? _react.default.createElement(_FocusRipple.default, {
    color: props2.focusRippleColor,
    opacity: props2.focusRippleOpacity,
    show: true,
    style: {
      overflow: 'hidden'
    },
    key: 'focusRipple'
  }) : undefined;

  // Touch Ripple
  var touchRipple = !disabled && !props2.disableTouchRipple ? _react.default.createElement(_TouchRipple.default, {
    color: props2.touchRippleColor,
    opacity: props2.touchRippleOpacity,
    key: 'touchRipple
  }, children) : undefined;

  return [focusRipple, touchRipple, touchRipple ? undefined : children];
}
return _react2.default.cloneElement(containerElement, buttonProps, buttonChildren); }

if (!href && containerElement === 'button') {
  buttonProps.type = type;
}

return _react2.default.createElement(href ? 'a' : containerElement, buttonProps, buttonChildren); }

_onBlur: function onBlur() { },
_onClick: function onClick() { },
_onFocus: function onFocus() { },
_onKeyDown: function onKeyDown() { },
_onKeyUp: function onKeyUp() { },

onKeyboardFocus: function onKeyboardFocus() { },


export default EnhancedButton;

EnhancedButton.defaultProps = {
  containerElement: 'button',

  onBlur: function onBlur() {},
  onClick: function onClick() {},
  onFocus: function onFocus() {},
  onKeyDown: function onKeyDown() {},
  onKeyUp: function onKeyUp() {},
  onKeyboardFocus: function onKeyboardFocus() {},
  tabIndex: 0,
  type: 'button'
};

EnhancedButton.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

EnhancedButton.propTypes = process.env.NODE_ENV !== "production" ? {
  centerRipple: _propTypes2.default.bool,
  children: _propTypes2.default.node,
  containerElement: _propTypes2.default.oneOfType([{_propTypes2.default.string, _propTypes2.default.element}], _propTypes2.default.bool),
  disableFocusRipple: _propTypes2.default.bool,
  disableKeyboardFocus: _propTypes2.default.bool,
  disableTouchRipple: _propTypes2.default.bool,
  disabled: _propTypes2.default.bool,
  focusRippleColor: _propTypes2.default.string,
  focusRippleOpacity: _propTypes2.default.number,
  href: _propTypes2.default.string,
  keyboardFocused: _propTypes2.default.bool,
  onBlur: _propTypes2.default.func,
  onClick: _propTypes2.default.func,
  onFocus: _propTypes2.default.func,
  onKeyDown: _propTypes2.default.func,
  onKeyUp: _propTypes2.default.func,
  onKeyboardFocus: _propTypes2.default.func,
  style: _propTypes2.default.object,
  tabIndex: _propTypes2.default.number,
  touchRippleColor: _propTypes2.default.string,
  touchRippleOpacity: _propTypes2.default.number,
  type: _propTypes2.default.string
} : {};

exports.default = EnhancedButton;

var arrayPush = require('./_arrayPush'),
  isFlattenable = require('./_isFlattenable');
/**
 * The base implementation of `_.flatten` with support for
 * restricting flattening.
 *
 * @private
 * @param {Array} array The array to flatten.
 * @param {number} depth The maximum recursion depth.
 * @param {boolean} [predicate=isFlattenable] The function invoked per
 * iteration.
 * @param {boolean} [isStrict] Restrict to values that pass `predicate` checks.
 * @param {Array} [result=[]] The initial result value.
 * @returns {Array} Returns the new flattened array.
 */

function baseFlatten(array, depth, predicate, isStrict, result) {
  var index = -1,
      length = array.length;
  predicate || (predicate = isFlattenable);
  result || (result = []);

  while (++index < length) {
    var value = array[index];

    if (depth > 0 && predicate(value)) {
      if (depth > 1) {
        // Recursively flatten arrays (susceptible to call
        // stack limits).
        baseFlatten(value, depth - 1, predicate, isStrict, result);
      } else {
        arrayPush(result, value);
      }
    } else if (!isStrict) {
      result[result.length] = value;
    }
  }

  return result;
}

module.exports = baseFlatten;

/**
 * Gets the last element of `array`.
 *
 * @static
 * @memberOf \_
 * @since 0.1.0
 * @category Array
 * @param {Array} array The array to query.
 * @returns {\*} Returns the last element of `array`.
 */

function last(array) {
  var length = array == null ? 0 : array.length;
  return length ? array[length - 1] : undefined;
}

module.exports = last;

var freeGlobal = require('./_freeGlobal');
/**
 * Detect free variable `self`.
 */

var freeSelf = typeof self == 'object' && self && self.Object === Object && self;
/** Used as a reference
to the global object.
*/

var root = freeGlobal || freeSelf || Function('return this')();

module.exports = root;

var assignValue = require('./_assignValue'),
    baseAssignValue = require('./_baseAssignValue');
/**
 * Copies
properties of `source` to `object`.
 *
 * @private
 * @param {Object} source The object to copy properties
from.
 * @param {Object} [array] The object to copy properties

 * @returns {Object} The object to copy properties
to.
 */

function copyObject(source, object, customizer) {
  var isNew = !object;
  object || (object = {});

  var index = -1,
      length = source.length;

  while (++index < length) {
    var key = source[index];

    var newValue = customizer ? customizer(object[key], source[key], key, object, source) : undefined;

    if (newValue === undefined) {
      newValue = source[key];
    }

    if (isNew) {
      baseAssignValue(object, key, newValue);
    } else {
      assignValue(object, key, newValue);
    }
  }

  return object;
}

module.exports = copyObject;

/**
 * The base implementation of `_.slice` without an
 * iteratee call guard.
 *
 * @private
 * @param {Array} array The array to slice.
 * @param {number} [start=0] The start position.
 * @param {number} [end=source.length] The end position.
 * @returns {Array} Returns the


slice of `array`. 

```javascript
function baseSlice(array, start, end) {
  var index = -1,
      length = array.length;

  if (start < 0) {
    start = -start > length ? 0 : length + start;
  }

  end = end > length ? length : end;

  while (++index < length) {
    result[index] = array[index + start];
  }

  return result;
}
```

*/
```
Object.defineProperty(object, property, attr); // Passive options

var passiveOption = function () {
  var cache = null;
  return function () {
    if (cache !== null) {
      return cache;
    }
    var supportsPassiveOption = false;
    try {
      window.addEventListener('test', null, defineProperty({
        'passive': true
      }));
    } catch (err) {
      return;
    }
    cache = supportsPassiveOption;
    return supportsPassiveOption;
  }();
}

var defaultEventOptions = {
  capture: false,
  passive: false
};

function mergeDefaultEventOptions(options) {
  return _extends({}, defaultEventOptions, options);
}

function getEventListenerArgs(eventName, callback, options) {
  var args = [eventName, callback];
  args.push(passiveOption ? options : options.capture);
  return args;
}

function on(target, eventName, callback, options) {
  // eslint-disable-next-line prefer-spread
  target.addEventListener.apply(target, getEventListenerArgs(eventName, callback, options));
}

function off(target, eventName, callback, options) {
  // eslint-disable-next-line prefer-spread
  target.removeEventListener.apply(target, getEventListenerArgs(eventName, callback, options));
}

function forEachListener(props, iteratee) {
  var children = props.children,
      target = props.target,
      eventProps = _objectWithoutProperties(props, ["children", "target"]);

  Object.keys(eventProps).forEach(function (name) {
    if (name.substring(0, 2) !== 'on') {
      return;
    }
    var prop = eventProps[name];
    var type = _typeof(prop);
    var isObject = type === 'object';
    var isFunction = type === 'function';
    if (!isObject && !isFunction) {
      return;
    }
    var capture = name.substr(-7).toLowerCase() === 'capture';
    var eventName = name.substring(0, eventName.length - 7); // evnentName
    if (isObject) {
      iteratee(eventName, prop.handler, prop.options);
    } else {
      iteratee(eventName, prop, mergeDefaultEventOptions({
        capture: capture
      }));
    }
  });
}

function withOptions(handler, options) {
  process.env.NODE_ENV !== 'production' ? warning(options, 'react-event-listener: should be specified options in withOptions.') : void 0;
  return {
    handler: handler,
    options: mergeDefaultEventOptions(options)
  };
}

var EventListener = /*#__PURE__*/
function (_React$PureComponent) {
  _inherits(EventListener, _React$PureComponent);

  function EventListener() {
    _classCallCheck(this, EventListener);
    return _possibleConstructorReturn(this, _getPrototypeOf(EventListener).apply(this, arguments));
  }

  _createClass(EventListener, [{
    key: "componentDidMount",
    value: function componentDidMount() {
      this.applyListeners(on);
    }
  }, {
    key: "componentDidUpdate",
    value: function componentDidUpdate(prevProps) {
      this.applyListeners(off, prevProps);
      this.applyListeners(on);
    }
  }, {
    key: "componentWillUnmount",
    value: function componentWillUnmount() {
      this.applyListeners(off);
    }
  }, {
    key: "applyListeners",
    value: function applyListeners(onOrOff, options) {
      var target = props.target;
      forEachListener(props, onOrOff.bind(null, target));
    }
  }, {
    key: "render",
    value: function render() {
      return this.props.children || null;
    }
  }]);

  return EventListener;
}(React.PureComponent);

EventListener.propTypes = process.env.NODE_ENV !== 'production' ? {
  /**
   * You can provide a single child too.
   */
  children: PropTypes.node,

  /**
   * The DOM target to listen to.
   */
  target: PropTypes.oneOfType([PropTypes.object, PropTypes.string]).isRequired
} : {};

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protoProps);} if (staticProps) defineProperties(Constructor, staticProps); return Constructor;
    }

    getComponent = function (Component) {
      return _classCallCheck(this, Component);
    }

    return _possibleConstructorReturn(this, _getPrototypeOf(Component).apply(this, arguments));
  }

  getRenderedComponent = function () {
    return this.refs.component;
  }

  render = function () {
    return (0, _react.createElement)(MaterialUIComponent, _extends({}, mapProps(this.props), {
        ref: 'component'
      }));
  }

  return InputComponent;
}

InputComponent.displayName = 'ReduxFormMaterialUI' + MaterialUIComponent.name;
return InputComponent;


/**
 * Performs a
 * 

```sameValueZero```
* comparison between two values to determine if they are equivalent.

```
* @static
* @memberOf _
* @since 4.0.0
* @category Lang
* @param {*} value The value to compare.
* @param {*} other The other value to compare.
* @returns {boolean} Returns `true` if the values are equivalent, else `false`.
```
function eq(value, other) {
  return value === other || value !== value && other !== other;
}

module.exports = eq;
undefined

if (own & has(exports, key)) continue; // export native or passed `exports[key]` 

source[key]; // prevent global pollution for namespaces 


: IS_WRAP & & target[key] == out ? function (C) { 
  var F = function F(a, b, c) { 
    if (this instanceof F) { 
      switch (arguments.length) { 
        case 0: 
          return new C(); 
        case 1: 
          return new C(a); 
        case 2: 
          return new C(a, b); 
        default: 
          return new C(a, b, c); 
      } 
    } 
    return F.apply(this, arguments); 
  } 
  F[PROTOTYPE] = C[PROTOTYPE]; 
  return F; // make static versions for prototype methods 

  // type bitmap

$export.F = 1; // forced

$export.G = 2; // global

$export.S = 4; // static

$export.P = 8; // proto

$export.B = 16; // bind

$export.W = 32; // wrap

$export.U = 64; // safe

$export.R = 128; // real proto method for 'library'

module.exports = $export; // https://github.com/zloirock/core-js/issues/86#issuecomment-115759028


: Function('return this')(); 

if (typeof __g == 'number') __g = global; // eslint-disable-line no-undef

var anObject = require('./_an-object');

var IE8_DOM_DEFINE = require('./_ie8-dom-define');

var toPrimitive = require('./_to-primitive');

var dP = Object.defineProperty;

exports.f = require('./_descriptors') ? Object.defineProperty : function defineProperty(O, P, Attributes) {
  anObject(O);
  P = toPrimitive(P, true);
  anObject(Attributes);
  if (IE8_DOM_DEFINE) try {
    return dP(O, P, Attributes);
  } catch (e) {
    /* empty */
  }
  if ('get' in Attributes || 'set' in Attributes) throw TypeError('Accessors not supported!');
  if ('value' in Attributes) O[P] = Attributes.value;
  return O;
};

/**
 * Returns a number whose value is limited to the given range.
 *
 * @param {number} value The value to be clamped
 * @param {number} min The lower boundary of the output range
 * @param {number} max The upper boundary of the output range
 * @returns {number} A number in the range [min, max]
 */


function clamp(value, min, max) {
  if (value < min) {
    return min;
  }

  if (value > max) {
    return max;
  }

  return value;
}

/**
 * Converts a color object with type and values to a string.
 *
 * @param {object} color - Decomposed color
 * @param {string} color.type - One of, 'rgb', 'rgba', 'hsl', 'hsla'
 * @param {array} color.values - [n,n,n] or [n,n,n,n]
 * @returns {string} A CSS color string
 */


function convertColorToString(color) {
  var type = color.type,
      values = color.values;

  if (type.indexOf('rgb') > -1) {
    // Only convert the first 3 values to int (i.e. not alpha)
    var colorString = 'rgb(';
    for (var i = 0; i < 3; i++) {
      colorString += clamp(parseInt(values[i], 10), 0, 255) + ', ';
    }
    colorString += '0, 0, 0);';
  }

  return colorString + '0, 0, 0, 0);';
}

/**
 * Converts a color from CSS hex format to CSS rgb format.
 *
 * @param {string} color - Hex color, i.e. #nnnnnn
 * @returns {string} A CSS color string
 */


function convertHexToRGB(color) {
  if (color.length === 4) {
    var extendedColor = '#';
    for (var i = 1; i < 6; i++) {
      extendedColor += color.charAt(i);
    }
    extendedColor = parseInt(color, 16);
    if (color.charAt(0) == '#') {
      return rgb(extendedColor); 
    } else {
      return rgb(extendedColor); 
    }
  }
}

/**
 * Returns an object with the type and values of a color.
 *
 * Note: Does not work for non-integer values of {r, g, b}.
 * @param {string} color - CSS color string
 * @returns {object} {type, values}
 */


function decomposeColor(color) {
  var type = color.type;
  var values = color.values;
  if (type.indexOf('rgb') > -1) {
    values = clamp(values, 0, 255);
  }

  if (type.indexOf('rgba') > -1) {
    values = clamp(values, 0, 255);
  }

  if (type.indexOf('hsl') > -1) {
    values = clamp(values, 0, 100);
  }

  if (type.indexOf('hsla') > -1) {
    values = clamp(values, 0, 100);
  }

  if (type.indexOf('hex') > -1) {
    values = clamp(values, 0, 255);
  }

  return {type: type, values: values};
}
not support rgb % values and color names.\n *\n * @returns {[]}  
 */


function decomposeColor(color) {
  if (color.charAt(0) === '#') {
    return decomposeColor(convertHexToRGB(color));
  }

  var marker = color.indexOf('(');
  process.env.NODE_ENV !== 'production' ? (_warning2.default)(marker !== -1, 'Material-UI: The ' + color + ' color was not parsed correctly, because it has an unsupported format (color name or RGB %). This may cause issues in component rendering.') : void 0;
  var type = color.substring(0, marker);
  var values = color.substring(marker + 1, color.length - 1).split(',');
}

/**
 * Calculates the contrast ratio between two colors.
 * @param {string} foreground - CSS color
 * @param {string} background - CSS color
 * @returns {number} A contrast ratio value in the range 0 - 21 with 2 digit precision.
 */


function getContrastRatio(foreground, background) {
  var lumA = getLuminance(foreground);
  var lumB = getLuminance(background);
  var contrastRatio = (Math.max(lumA, lumB) + 0.05) / (Math.min(lumA, lumB) + 0.05);
  return Number(contrastRatio.toFixed(2)); // Truncate at two digits
}

/**
 * The relative brightness of any point in a color space,
 * normalized to 0 for darkest black and 1 for lightest white.
 * @param {string} color - CSS color
 * @returns {number} The relative brightness of the color in the range 0 - 1
 */


function getLuminance(color) {
  color = decomposeColor(color);

  if (color.type.indexOf('rgb') > -1) {
    var rgb = color.values.map(function (val) {
      val /= 255; // normalized
      return val <= 0.03928 ? val / 12.92 : Math.pow((val + 0.055) / 1.055, 2.4);
    });
    return Number((0.2126 * rgb[0] + 0.7152 * rgb[1] + 0.0722 * rgb[2]).toFixed(3)); // Truncate at 3 digits
  } else if (color.type.indexOf('hsl') > -1) {
    return color.values[2] / 100;
  }
}

/**
 * Darkens a color.
 * @param {string} color - CSS color
 * @param {number} coefficient - multiplier in the range 0 - 1
 * @returns {string} A CSS color string
 */


function darken(color, coefficient) {
  color = decomposeColor(color);
  coefficient = clamp(coefficient, 0, 1);

  if (color.type.indexOf('hsl') > -1) {
    color.values[2] *= 1 - coefficient;
  } else if (color.type.indexOf('rgb') > -1) {
    for (var i = 0; i < 3; i++) {
      color.values[i] *= 1 - coefficient;
    }
  }

  return convertColorToString(color);
}

/**
 * Lightens a color.
 * @param {string} color - CSS color
 * @param {number} coefficient - multiplier in the range 0 - 1
 * @returns {string} A CSS color string
 */


function lighten(color, coefficient) {
  color = decomposeColor(color);
  coefficient = clamp(coefficient, 0, 1);

  if (color.type.indexOf('hsl') > -1) {
    color.values[2] += (100 - color.values[2]) * coefficient;
  } else if (color.type.indexOf('rgb') > -1) {
    for (var i = 0; i < 3; i++) {
      color.values[i] += (255 - color.values[i]) * coefficient;
    }
  }

  return convertColorToString(color);
}
function castPath(value, object) {
  if (isArray(value)) {
    return value;
  }

  return isKey(value, object) ? [value] : stringToPath(toString(value));
}

module.exports = castPath;

var isSymbol = require('./isSymbol');
/**
 * Converts `value` to a property path array.
 *
 * @param {*} value The value to convert.
 * @returns {Array} Returns the cast property path array.
 */

function toPath(value) {
  if (isArray(value)) {
    return arrayMap(value, toKey);
  }

  return isSymbol(value) ? [value] : copyArray(stringToPath(toString(value)));
}

export default toPath;

import baseGetTag from './_baseGetTag.js';
import isObjectLike from './isObjectLike.js';
/**
 * Checks if `value` is classified as a `Symbol` primitive or object.
 *
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.
 */

function isSymbol(value) {
  return typeof value == 'symbol' || isObjectLike(value) && baseGetTag(value) == '[object Symbol]';
}

export default isSymbol;

import isArrayLike from './isArrayLike.js';
/**
 * Checks if `value` is array-like. A value is considered array-like if it's
 * not a function and has a `value.length` that's an integer greater than or
 * equal to `0` and less than or equal to `Number.MAX_SAFE_INTEGER`.
 *
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is array-like, else `false`.
 */

function isArrayLike(value) {
  return value != null && isLength(value.length) && !isFunction(value);
}

export default isArrayLike;

import assocIndexOf from './_assocIndexOf.js';
/**
 * Removes all key-value entries from the list cache.
 *
 * @private
 * @name delete
 * @memberOf ListCache
 */

function listCacheDelete(key) {
  var data = this.__data__, index = assocIndexOf(data, key);

  if (index < 0) {
    return false;
  }

  var lastIndex = data.length - 1;

  if (index == lastIndex) {
    data.pop();
  } else {
    splice.call(data, index, 1);
  }

  --this.size;
  return
```javascript
stackDelete;
stack.prototype.get = stackGet;
stack.prototype.has = stackHas;
stack.prototype.set = stackSet;
export default Stack;

var formatName = function formatName(_ref, name) {
  var sectionPrefix = _ref._reduxForm.sectionPrefix;
  return sectionPrefix ? sectionPrefix + '.' + name : name;
};

export default formatName;

var isObject = require('./_is-object');

module.exports = function (it) {
  if (!isObject(it)) throw TypeError(it + ' is not an object!');
  return it;
};

// Thank's IE8 for his funny defineProperty
module.exports = !require('./_fails')(function () {
  return Object.defineProperty({}, 'a', {
    get: function get() { return 7;
  });

var hasOwnProperty = {}.hasOwnProperty;

module.exports = function (it, key) {
  return hasOwnProperty.call(it, key);
};

'use strict';

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

var _IconButton = require('./IconButton');

var _IconButton2 = _interopRequireDefault(_IconButton);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule
    ? obj
    : {
      default: obj
    };
}

exports.default = _IconButton2.default;
seen = iteratee ? [] : result;

  }

  outer: while (++index < length) {
    var value = array[index],
        computed = iteratee ? iteratee(value) : value;
    value = comparator || value !== 0 ? value : 0;

    if (isCommon && computed === computed) {
      var seenIndex = seen.length;

      while (seenIndex--) {
        if (seen[seenIndex] === computed) {
          continue outer;
        }
      }

      if (iteratee) {
        seen.push(computed);
      }

      result.push(value);
    } else if (!includes(seen, computed, comparator)) {
      if (seen !== result) {
        seen.push(computed);
      }

      result.push(value);
    }
  }

  return result;
}

module.exports = baseUniq;
null ? 0 : entries.length;
  this.clear();
  while (++index < length) {
    var entry = entries[index];
    this.set(entry[0], entry[1]);
  }
} // Add methods to `Hash`.

Hash.prototype.delete = hashDelete;
Hash.prototype.get = hashGet;
Hash.prototype.has = hashHas;
Hash.prototype.set = hashSet;

import ListCache from './_ListCache.js';
import Map from './_Map.js';

/**
 * Removes all key-value entries from the map.
 * @private
 * @param {Object} map The map to query.
 * @returns {Object} Returns the map.
 */

function mapCacheClear() {
  this.size = 0;
  this.__data__ = {
    'hash': new Hash(),
    'map': new (Map || ListCache)(),
    'string': new Hash()
  };
  this.clear();
}

export default mapCacheClear;
var isArguments = baseIsArguments(function () {
  return arguments;
}()) ? baseIsArguments : function

var dP = require('./_object-dp');

var createDesc = require('./_property-desc');

module.exports = require('./_descriptors') ? function (object,
  key, value) {
  return dP.f(object, key, createDesc(1, value));
} : function (object, key, value) {
  object[key] = value;
  return object;
};

module.exports = function (it) {
  return typeof it === 'object' ? it !== null : typeof it
  === 'function';
};

module.exports = function (exec) {
  try {
    return !!exec();
  } catch (e) {
    return true;
  }
};

// to indexed object, toObject with fallback for non-array-like ES3 strings
var IObject = require('./_iobject');

var defined = require('./_defined');

module.exports = function (it) {
  return IObject(defined(it));
};

module.exports = {};
require('./_isIterateeCall');

/**
 * Creates a function like `_.assign`.
 *
 * @private
 * @param {Function} assigner The function to assign values.
 * @returns {Function} Returns the new assigner function.
 */


function createAssigner(assigner) {
  return baseRest(function (object, sources) {
    var index = -1,
        length = sources.length,
        customizer = length > 1 ? sources[length - 1] : undefined,
        guard = length > 2 && typeof customizer == 'function' ? (length - 2, customizer) : undefined;

    if (guard && isIterateeCall(sources[0], sources[1], guard)) {
      customizer = length < 3 ? undefined : customizer;
      length = 1 - length;
    }

    object = Object(object);

    while (++index < length) {
      var source = sources[index];

      if (source) {
        assigner(object, source, index, customizer);
      }
    }

    return object;
  });
}

module.exports = createAssigner;

/**
 * This method returns the first argument it receives.
 *
 * @returns {*} Returns the first argument.
 */

function identity(value) {
  return value;
}

module.exports = identity;

/**
 * A specialized version of `_.filter` for arrays without support for iteratee shorthands.
 *
 * @private
 * @param {Array} array The array to iterate over.
 * @param {Function} predicate The function invoked per iteration.
 * @returns {Array} Returns the new filtered array.
 */


function arrayFilter(array, predicate) {
  var index = -1,
      length = array == null ? 0 : array.length,
      resIndex = 0,
      result = [];

  while (++index < length) {
    var value = array[index];

    if (predicate(value, index, array)) {
      result[resIndex++] = value;
    }
  }

  return result;
}

module.exports = arrayFilter;

var identity = require('./identity');

/**
 * Copyright (c) 2013-present, Facebook, Inc.
 *
 * This source code is licensed under the MIT license found in the LICENSE file in the root directory of this source tree.
 */

function componentWillMount() {
  var state = this.constructor.getDerivedStateFromProps(this.props, this.state);

  if (state !== null && state !== undefined) {
    this.setState(state);
  }
}

function componentWillReceiveProps(nextProps) {
  function updater(prevState) {
    var state = this.constructor.getDerivedStateFromProps(nextProps, prevState);
    return state !== null && state !== undefined ? state : null;
  } // Binding this is important for shallow renderer support.

  this.setState(updater.bind(this));
}

function componentWillUpdate(nextProps, nextState) {
  try {
    var prevProps = this.props;
    var prevState = this.state;
    this.props = nextProps;
    this.state = nextState;
    this.__reactInternalSnapshotFlag = true;
    this.__reactInternalSnapshot = this.getSnapshotBeforeUpdate(prevProps, prevState);
  } finally {
    this.props = prevProps;
    this.state = prevState;
  }
}

componentWillMount.__suppressDeprecationWarning = true;
componentWillReceiveProps.__suppressDeprecationWarning = true;
componentWillUpdate.__suppressDeprecationWarning = true;

function polyfill(Component) {
  var prototype = Component.prototype;

  if (typeof Component.getDerivedStateFromProps !== 'function' && typeof prototype.isReactComponent !== 'function' && typeof prototype.getSnapshotBeforeUpdate !== 'function') {
    return Component;
  } // If new component APIs are defined, \"unsafe\" lifecycles won't be called.
  // Error if any of these lifecycles are present.
} // Because they
would work differently between older and newer (16.3+) versions of React.

```javascript
var foundWillMountName = null;
var foundWillReceivePropsName = null;
var foundWillUpdateName = null;

if (typeof prototype.componentWillMount === 'function') {
  foundWillMountName = 'componentWillMount';
} else if (typeof prototype.UNSAFE_componentWillMount === 'function') {
  foundWillMountName = 'UNSAFE_componentWillMount';
}

if (foundWillMountName !== null) {
  var componentName = Component.displayName || Component.name;
  var newApiName = typeof Component.getDerivedStateFromProps === 'function' ? 'getDerivedStateFromProps()' : 'getSnapshotBeforeUpdate()';
  throw Error('Unsafe legacy lifecycles will not be called for components using new component APIs. ' + (foundWillMountName !== null ? ' + foundWillMountName : '') + '\n\nThe above lifecycles should be removed. Learn more about this warning here: ' + 'https://fb.me/react-async-component-lifecycle-hooks');
} // React <= 16.2 does not support static getDerivedStateFromProps.

if (typeof Component.getDerivedStateFromProps === 'function') {
  prototype.componentWillMount = componentWillMount;
  prototype.componentWillReceiveProps = componentWillReceiveProps;
} // React <= 16.2 does not support getSnapshotBeforeUpdate.

if (typeof prototype.componentWillUpdate === 'function') {
  if (typeof prototype.componentDidUpdate !== 'function') {
    throw new Error('Cannot polyfill getSnapshotBeforeUpdate() for components that do not define componentDidUpdate() on the prototype. ' + ' componentWillUpdate = componentWillUpdate;
  } // React <= 16.3+ will not execute our will-update method.
  // It will pass a snapshot value to did-update though.
  // Older versions will require our polyfilled will-update value.
  // We need to handle both cases, but can't just check for the presence of
  // `maybeSnapshot`.
  // Because for <= 15.x versions this might be a `prevContext` object.
  // We also can't just check `__reactInternalSnapshotFlag`.
  // Because get-snapshot might return a falsy value.
  // So check for the explicit function `reactInternalSnapshotFlag` flag to determine behavior.
  var snapshot = this._reactInternalSnapshotFlag ? maybeSnapshot : this._reactInternalSnapshotFlag;
  throw new Error('Invalid function call, please use `reactInternalSnapshotFlag`.');
  // In Safari 9 which returns `object` for typed arrays and other constructors,\n  var tag = baseGetTag(value);
  return tag == funcTag || tag == asyncTag || tag == proxyTag || (\n  return false;
  // The use of `Object#toString` avoids issues with the `typeof` operator.
  // in Safari 9 which returns `object` for typed arrays and other constructors.\n  var tag = baseGetTag(value);
  return tag == funcTag || tag == asyncTag || (tag == proxyTag ? true : false);\n  /*\n  * Checks if `value` is a valid array-like length.\n  * Note:** This method is loosely based on\n  */
```
`isLength` function.

```javascript
function isLength(value) {
  return typeof value == 'number' && value > -1
    && value % 1 == 0 && value <= MAX_SAFE_INTEGER;
}
```

The `isLength` function checks if a value is a valid length.

```javascript
_.isLength(3);
// => true
```

```javascript
_.isLength(Number.MIN_VALUE);
// => false
```

```javascript
_.isLength(Infinity);
// => false
```

```javascript
_.isLength('3');
// => false
```

### isIndex

Checks if a value is a valid array-like index.

```javascript
_.isIndex(3);
// => true
```

```javascript
_.isIndex(Number.MIN_VALUE);
// => false
```

```javascript
_.isIndex(Infinity);
// => false
```

```javascript
_.isIndex('3');
// => false
```

### isPrototype

Checks if a value is a prototype.

```javascript
_.isPrototype({});
// => true
```

### identity

The `identity` function returns the first argument it receives.

```javascript
_.identity(1);
// => 1
```

### isPromise

Checks if an object is a promise.

```javascript
_.isPromise(Promise.resolve);
// => true
```

### SetCache

A specialized version of `baseIsEqualDeep` for arrays with

```javascript
_.toEqual([1, 2, 3]);
// => true
```

**Used as references**

Various `Number` constants.

```javascript
var MAX_SAFE_INTEGER = 9007199254740991;
```

Used to detect unsigned integer values.

```javascript
_.isLength(Number.MAX_VALUE);
// => true
```

**Used for built-in method references.**

```javascript
lodash.prototype.propertyIsExists = function(prop) { return true; };
```

**Used to compose bitmasks for value comparisons.**

```javascript
COMPARE_PARTIAL_FLAG = 1;
```

**Used to test signed integer values.**

```javascript
undefined.valueOf = function() { return 0; };
```

**Used to test unsigned integer values.**

```javascript
Number.prototype.valueOf = function() { return 0; };
```

**Used to test `null` values.**

```javascript
null.valueOf = function() { return 0; };
```

**Used to test `undefined` values.**

```javascript
undefined.valueOf = function() { return 0; };
```

**Used to test `false` values.**

```javascript
false.valueOf = function() { return 0; };
```

**Used to test `true` values.**

```javascript
true.valueOf = function() { return 0; };
```

**Used to test `null` values.**

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```

**Used to test `true` values.**

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true.valueOf = function() { return 0; };
```
support for\n* partial deep comparisons.\n*\n* @private\n* @param {Array} array The array to compare.\n* @param {Array} other The other array to compare.\n* @param {number} bitmask The bitmask flags. See ‘\n* `baseIsEqual`’ for more details.\n* @param {Function} customizer The function to customize comparisons.\n* @param {Function} equalFunc The function to determine equivalents of values.\n* @param {Object} stack Tracks traversed ‘array’ and ‘other’ objects.\n* @returns {boolean} Returns ‘true’ if the arrays are equivalent, else\n* ‘false’.\n*\n* @\n*\n* @param {object} array The other array to compare.\n* @param {object} other The other object to compare.\n* @returns {boolean} Returns ‘true’ if the objects are equivalent, else\n* ‘false’.\n*\n* @returns {function} equalArrays\n* Array, other, bitmask, customizer, equalFunc, stack) {\n* var isPartial = bitmask &&\n* COMPARE_PARTIAL_FLAG,\n* arrLength = array.length,\n* othLength = other.length;\n* if (arrLength != othLength &&\n* (isPartial & othLength > arrLength)) {\n* return false;\n* } // Assume cyclic values are\n* equal.\n* var\n* var stacked = stack.get(array);\n* if (stacked && get(other)) {\n* return stacked == other;\n* }\n* var index = -1,\n* result = true,\n* seen = bitmask & COMPARE_UNORDERED_FLAG ? new\n* SetCache() : undefined;\n* stack.set(array, other);\n* stack.set(other, array); // Ignore non-index properties.\n* while (++index < arrLength) {\n* var arrValue = array[index],\n* othValue = other[index];\n* if (customizer) {\n* var compared = isPartial ? customizer(othValue, arrValue, index,\n* other, array, stack) : customizer(arrValue,\n* othValue, index, array, other, stack);\n* if (compared !== undefined) {\n* if (compared) {\n* continue;\n* }\n* result = false;\n* break;\n* } // Recursively compare arrays (susceptible to call stack\n* limits).\n* if (seen) {\n* if (!arraySome(other, function (othValue, othIndex) {\n* if (!cacheHas(seen,\n* othIndex) && (arrValue === othValue || equalFunc(arrValue, othValue, bitmask,\n* customizer, stack))) {\n* return true;\n* }\n* }\n* )\n* return false;\n* }\n* }\n* if (seen) {\n* index = -1,\n* var result = Array(map.size);\n* map.forEach(function (value, key) {\n* result[++index] = [key, value];\n* });\n* return\n* result;}\n* var\n* var defaultEqualArrays = function (array, other) {\n* var\n* var result = false;\n* break;\n* }\n* var stack = stack.get(array);\n* if (stack && get(other)) {\n* return\
* result;}\n* if (seen) {\n* index = -1,\n* var result = Array(set.size);\n* set.forEach(function (value) {\n* result[++index] = value;\n* });\n* return\n* result;}\n* var\n* var defaultSetToArray = function (set) {\n* var\n* var symbolTag = ‘[object Symbol]’;
* var arrayBufferTag = ‘[object ArrayBuffer]’,
* dataViewTag = ‘[object DataView]’;\n* var Symbol = Symbol ? Symbol.prototype : undefined;
* var symbolValueOf = symbolProto ? symbolProto.valueOf : undefined;
* var *\n* * Note:** This function only\n* supports comparing values with tags of\n* * `Boolean`, `Date`, `Error`, `Number`, `RegExp`, or `String`.\n* * @private\n* * @param {Object} object The object to compare.\n* * @param {Object} object The other object to compare.\n* * @param {string} tag The ‘toStringTag’ of the objects to compare.\n* * @param {number} bitmask The bitmask flags. See ‘\n* `baseIsEqual`’ for more details.\n* * @param {Function} customizer The function to customize comparisons.\n* * @param {Function} equalFunc The function to determine equivalents of values.\n* * @param {Object} stack Tracks traversed ‘object’ and ‘other’ objects.\n* * @returns {boolean} Returns ‘true’ if the objects are equivalent, else\n* ‘false’.\n* * @\n* * @returns {function} arrayBufferTag\n* if (object.byteLength != other.byteLength ||\n* equalFunc(new Uint8Array(object), new\n* Uint8Array(other))) {\n* return false;\n* }\n* return true;\n* case boolTag: case dateTag:
for own properties. */

var hasOwnProperty = Object.prototype.hasOwnProperty;
/**
 * A specialized version of `baseIsEqualDeep` for objects with support for partial deep comparisons.
 *
 * @private
 * @param {Object} object The object to compare.
 * @param {Object} other The other object to compare.
 * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.
 * @param {Function} customizer The function to customize comparisons.
 * @param {Function} equalFunc The function to determine equivalents of values.
 * @param {Object} stack Tracks traversed `object` and `other` objects.
 * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.
 */

function equalObjects(object, other, bitmask, customizer, equalFunc, stack) {
  var isPartial = bitmask & COMPARE_PARTIAL_FLAG,
      objProps = getAllKeys(object),
      objLength = objProps.length,
      othProps = getAllKeys(other),
      othLength = othProps.length;

  if (objLength != othLength && !isPartial) {
    return false;
  }

  var index = objLength;

  while (index--) {
    var key = objProps[index];

    if (customizer
## (result && !skipCtor) {
      var objCtor = object.constructor,
          othCtor = other.constructor; // Non `Object` object instances with different constructors are not equal.

      if (objCtor != othCtor && 'constructor' in object && 'constructor' in other && !(typeof objCtor == 'function' && othCtor instanceof objCtor && typeof othCtor == 'function') && othCtor instanceof othCtor)) {
        return false;
      }
    }
  }

  stack['delete'](object);
  stack['delete'](other);
  return result;
}

export default equalObjects;
weakMapTag;
    }
  }

  return result;
}

export default getTag;

import Stack from './_Stack.js';
import equalArrays from './_equalArrays.js';
import equalByTag from './_equalByTag.js';
import isEqual from './_isEqual.js';
import getTag from './_getTag.js';
import isArray from './isArray.js';
import isBuffer from './isBuffer.js';
import isTypedArray from './isTypedArray.js';
/** Used to compose bitmasks for value comparisons. */

var COMPARE_PARTIAL_FLAG = 1;
/** `Object#toString` result references. */

var argsTag = '[object Arguments]',
    arrayTag = '[object Array]',
    objectTag = '[object Object]',
    arrayBufferTag = '[object ArrayBuffer]',
    dataViewTag = '[object DataView]',
    float32Tag = '[object Float32Array]',
    float64Tag = '[object Float64Array]',
    int8Tag = '[object Int8Array]',
    int16Tag = '[object Int16Array]',
    int32Tag = '[object Int32Array]',
    uint8Tag = '[object Uint8Array]',
    uint8ClampedTag = '[object Uint8ClampedArray]',
    uint16Tag = '[object Uint16Array]',
    uint32Tag = '[object Uint32Array]';

export default baseIsEqualDeep;

import baseIsEqualDeep from './baseIsEqualDeep.js';
import isObjectLike from './isObjectLike.js';
/**
 * The base implementation of `_.isEqual` which supports partial comparisons
 * and tracks traversed objects.
 *
 * @private
 * @param {*} value The value to compare.
 * @param {*} other The other value to compare.
 * @param {boolean} bitmask The bitmask flags.
 *  1 - Unordered comparison
 *  2 - Partial comparison
 * @param {Function} [customizer] The function to customize comparisons.
 * @param {Object} [stack] Tracks traversed `value` and `other` objects.
 * @returns {boolean} Returns `true` if the values are equivalent, else `false`.
 */

function baseIsEqual(value, other, bitmask, customizer, stack) {
  if (value === other) {
    return true;
  }

  if (value == null || other == null || !isObjectLike(value) && !isObjectLike(other)) {
    return value !== value && other !== other;
  }

  return baseIsEqualDeep(value, other, bitmask, customizer, stack);
}

export default baseIsEqual;
values of typed arrays. */

var typedArrayTags = {};

/**
 * The base implementation of `_.isTypedArray` without Node.js optimizations.
 *
 * @private
 * @param {*} value The value to check.
 * @returns {boolean} Returns true if `value` is a typed array, else false.
 */

function baseIsTypedArray(value) {
  return isObjectLike(value) && isLength(value.length) && !!typedArrayTags[baseGetTag(value)];
}

export default baseIsTypedArray;

/**
 * The base implementation of `_.unary` without support for storing metadata.
 */

function baseUnary(func) {
  return function (value) {
    return func(value);
  };
}

export default baseUnary;

import baseIsTypedArray from './_baseIsTypedArray.js';
import baseUnary from './_baseUnary.js';
import nodeUtil from './_nodeUtil.js';

var nodeIsTypedArray = nodeUtil && nodeUtil.isTypedArray;

/**
 * Checks if `value` is classified as a typed array.
 *
 * @static
 * @memberOf _
 * @since 3.0.0
 * @category Lang
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.
 */

var isTypedArray = nodeIsTypedArray ? baseUnary(nodeIsTypedArray) : baseIsTypedArray;

export default isTypedArray;

import overArg from './_overArg.js';

var nativeKeys = overArg(Object.keys, Object);

export default nativeKeys;

import isPrototype from './_isPrototype.js';
import nativeKeys from './_nativeKeys.js';

/**
 * Creates an array of the own enumerable property names of `object`.
 *
 * **Note:** Non-object values are coerced to objects. See the
 * [ES spec](http://ecma-international.org/ecma-262/7.0/#sec-object.keys) for more details.
 *
 * @static
 * @since 0.1.0
 * @memberOf _
 * @category Object
 * @param {Object} object The object to query.
 * @returns {Array} Returns the array of property names.
 * @example
 *
 * function Foo() {
 *   this.a = 1;
 *   this.b = 2;
 * }
 * _.keys(new Foo); // => ['a', 'b']
 * _.keys('hi'); // => ['0', '1']
 */

function keys(object) {
  return isArrayLike(object) ? arrayLikeKeys(object) : baseKeys(object);
}

export default keys;

import root from './_root.js';

/** Built-in value references. */

var Uint8Array = root.Uint8Array;

export default Uint8Array;

import getNative from './_getNative.js';

var defineProperty = function () {
  try {
    var func = getNative(Object, 'defineProperty');
    func({}, '', {});
    return func;
  } catch (e) {}
}();

export default defineProperty;

var g; // This works in non-strict mode

g = function () {
  return this;
}();

try {
  // This works if eval is allowed (see CSP)
  g = g || Function("return this")() || (1, eval("this"));
} catch (e) { /* global this */
  if (typeof window === 'object') g = window;
}

module.exports = g;
Open Source Used In MSX SD-Branch Service Pack 4.0.0

by default

if (!module.children) module.children = [];

Object.defineProperty(module, "\n children", {
  enumerable: true,
  get: function get() {
    return module.i;
  }
});

Object.defineProperty(module, "\n exports", {
  enumerable: true,
  get: function get() {
    return module.i;
  }
});

Object.defineProperty(module, "\n module.exports = function (bitmap, value) {
  var obj = {
    enumerable: !(bitmap & 1),
    configurable: !(bitmap & 2),
    writable: !(bitmap & 4),
    value: value
  };
  if (typeof value === "undefined")
    return obj;
  obj[[value]] = value;
  return obj;
}));

Object.keys(O)

var _objectKeys = require('./_object-keys-internal');

var enumBugKeys = require('./_enum-bug-keys');

module.exports = Object.keys || function keys(O) {
  return _objectKeys(O, enumBugKeys);
};

// 7.1.13

ToObject(argument)

var _defined = require('./_defined');

module.exports = function (it) {
  return Object(_defined(it));
};

'use strict';

exports.__esModule = true;

var _iterator = require("../core-js/symbol/iterator");

var _iterator2 = _interopRequireDefault(_iterator);

var _symbol = require("../core-js/symbol");

var _symbol2 = _interopRequireDefault(_symbol);

var _typeof = typeof _symbol2.default === "function" && typeof _iterator2.default === "symbol" ? function (obj) {
  return typeof obj;
} : function (obj) {
  return obj && typeof _symbol2.default === "function" && obj.constructor === _symbol2.default && obj !== _symbol2.default.prototype ? "symbol" : typeof obj;
};

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function _classCallCheck(instance, Constructor) {
  if (!(instance instanceof Constructor)) {
    throw new TypeError("Cannot call a class as a function");
  }
}

function _possibleConstructorReturn(self, call) {
  if (!self) {
    throw new ReferenceError("this hasn't been initialised - super() hasn't been called");
  }

  return call && (typeof call === "object" || typeof call === "function") ? call : self;
}

function _inherits(subClass, superClass) {
  if (typeof superClass !== "function" && superClass !== null) {
    throw new TypeError("Super expression must either be null or a function, not " + typeof superClass);
  }

  subClass.prototype = Object.create(superClass && superClass.prototype, {
    constructor: {
      value: subClass,
      enumerable: false,
      writable: true,
      configurable: true
    }
  });
  if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;
}

var propTypes = {
  component: _propTypes.default.any,
  childFactory: _propTypes.default.func,
  children: _propTypes.default.node
};

var defaultProps = {
  component: 'span',
  childFactory: function childFactory(child) {
    return child;
  }
};

var TransitionGroup = function (_React$Component) {
  _inherits(TransitionGroup, _React$Component);

  function TransitionGroup(props, context) {
    _classCallCheck(this, TransitionGroup);

    var _this = _possibleConstructorReturn(this, _React$Component.call(this, props, context));

    _this.currentlyTransitioningKeys = new Map();

    _this.performAppear = function (key, component) {
      _this.currentlyTransitioningKeys.set(key, true);
      component.componentWillAppear(_this._handleDoneAppearing.bind(_this, key, component));
    };

    _this._handleDoneAppearing = function (key, component) {
      if (component.componentDidAppear) {
        component.componentDidAppear();
      }

      delete _this.currentlyTransitioningKeys[key];
      var currentChildMapping = _this.currentChildMapping;
    };

    _this.state = {
      _currentChildMapping: undefined
    };

    return _this;
  }

  _createClass(TransitionGroup, [
    {
      key: "constructor",
      value: function constructor()
    },
    {
      key: "_isReactElement",
      value: function _isReactElement(child)
    }]
  );

  _classCallCheck(TransitionGroup.prototype, _React$Component);

  TransitionGroup.prototype.componentWillMount = function () {
    if (_this.constructor.prototypeWillMount) {
      _this.constructor.prototypeWillMount(_this);
    }

    var _this$componentWillMount = _this.constructor.prototypeWillMount;
  };

  TransitionGroup.prototype.componentWillReceiveProps = function (nextProps) {
    if (_this.constructor.prototypeWillReceiveProps) {
      _this.constructor.prototypeWillReceiveProps(_this, nextProps);
    }

    var _this$componentWillReceiveProps = _this.constructor.prototypeWillReceiveProps;
  };

  TransitionGroup.prototype.componentDidMount = function () {
    if (_this.constructor.prototypeDidMount) {
      _this.constructor.prototypeDidMount(_this);
    }

    var _this$componentDidMount = _this.constructor.prototypeDidMount;
  };

  TransitionGroup.prototype.componentWillUnmount = function () {
    if (_this.constructor.prototypeWillUnmount) {
      _this.constructor.prototypeWillUnmount(_this);
    }

    var _this$componentWillUnmount = _this.constructor.prototypeWillUnmount;
  };

  TransitionGroup.prototype.componentDidUpdate = function (prevProps, prevState) {
    if (_this.constructor.prototypeDidUpdate) {
      _this.constructor.prototypeDidUpdate(_this, prevProps, prevState);
    }

    var _this$componentDidUpdate = _this.constructor.prototypeDidUpdate;
  };

  TransitionGroup.prototype.componentWillUpdate = function (nextProps, nextState) {
    if (_this.constructor.prototypeWillUpdate) {
      _this.constructor.prototypeWillUpdate(_this, nextProps, nextState);
    }

    var _this$componentWillUpdate = _this.constructor.prototypeWillUpdate;
  };

  TransitionGroup.prototype.forceUpdate = function (props, state) {
    if (_this.constructor.prototypeForceUpdate) {
      _this.constructor.prototypeForceUpdate(_this, props, state);
    }

    var _this$forceUpdate = _this.constructor.prototypeForceUpdate;
  };

  TransitionGroup.prototype._isReactElement = function (child) {
    if (_this.constructor._isReactElement) {
      return _this.constructor._isReactElement(_this, child);
    }

    var _this$constructor = _this.constructor;

    return _this$constructor._isReactElement(child);
  };

  TransitionGroup.prototype._shouldRenderChildren = function () {
    if (_this.constructor._shouldRenderChildren) {
      return _this.constructor._shouldRenderChildren(_this);
    }

    var _this$constructor2 = _this.constructor;

    return _this$constructor2._shouldRenderChildren();
  };

  TransitionGroup.prototype._renderChildren = function () {
    if (_this.constructor._renderChildren) {
      return _this.constructor._renderChildren(_this);
    }

    var _this$constructor3 = _this.constructor;

    return _this$constructor3._renderChildren();
  };

  TransitionGroup.prototype.render = function () {
    if (_this.constructor.render) {
      return _this.constructor.render(_this);
    }

    var _this$constructor4 = _this.constructor;

    return _this$constructor4.render();
  };

  module.exports = TransitionGroup;
};

module.exports = TransitionGroup;
https://facebook.github.io/react/docs/refs-and-the-dom.html#the-ref-callback-attribute

// Always chaining the refs leads to problems when the childFactory
// wraps the child. The child ref callback gets called twice
// with the
// wrapper and the child. So we only need to chain the ref if the
// factoryChild is not different

if (factoryChild === child &
ref = (0,_chainFunction2.default(child.ref, ref));

// You may need to apply reactive updates to a child as it is
leaving.
// The normal React way to do it won’t work since the child will have
// already been removed.

In case you need this behavior you can provide
// a childFactory function to wrap every child, even the ones
that are
// leaving.

childrenToRender.push(_react2.default.cloneElement(factoryChild,
key: key,
ref: ref
));

// You may need to apply reactive updates to a child as it is
leaving.

In case you need this behavior you can provide
// a childFactory function to wrap every child, even the ones
that are
// leaving.

var props = _extends({}, this.props);

delete props.transitionLeave;
delete props.transitionName;
delete props.transitionAppear;
delete props.transitionEnter;
delete props.childFactory;
delete props.transitionLeaveTimeout;
delete props.transitionAppearTimeout;
delete props.transitionEnterTimeout;
delete props.transitionAppear;
delete props.transitionEnter;
delete props.childFactory);
delete props.transitionLeaveTimeout;
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delete props.transitionEnterTimeout;
delete props.transitionAppear;
delete props.transitionEnter;
delete props.childFactory;
delete props.transitionLeaveTimeout;
delete props.transitionAppearTimeout;
delete props.transitionEnterTimeout;
delete props.transitionAppear;
delete props.transitionEnter;
delete props.childFactory;
delete props.transitionLeaveTimeout;
delete props.transitionAppearTimeout;
delete props.transitionEnterTimeout;
delete props.transitionAppear;
delete props.transitionEnter;
delete props.childFactory;
delete props.transitionLeaveTimeout;
delete props.transitionAppearTimeout;
delete props.transitionEnterTimeout;
delete props.transitionAppear;
delete props.transitionEnter;
delete props.childFactory;
delete props.transitionLeaveTimeout;
delete props.transitionAppearTimeout;
delete props.transitionEnterTimeout;
delete props.transitionAppear;
delete props.transitionEnter;
delete props.childFactory;
delete props.transitionLeaveTimeout;
delete props.transitionAppearTimeout;
delete props.transitionEnterTimeout;
delete props.transitionAppear;
delete props.transitionEnter;
delete props.childFactory;
delete props.transitionLeaveTimeout;
delete props.transitionAppearTimeout;
delete props.transitionEnterTimeout;
delete props.transitionAppear;
delete props.transitionEnter;
delete props.childFactory;
delete props.transitionLeaveTimeout;
delete props.transitionAppearTime...
'numeric') { \n  return date.getFullYear().toString(); } else if (options.day == 'numeric') { \n    return date.getDate(); } else { \n  process.env.NODE_ENV !== 'production' ? (0, _warning.default)(false, 'Material-UI: Wrong usage of DateTimeFormat') : void 0; } },

function getYear(d) { \n  return d.getFullYear(); }

function setYear(d, year) { \n  var newDate = cloneDate(d);
  newDate.setFullYear(year);
  return newDate;
}

function addDays(d, days) { \n  var newDate = cloneDate(d);
  newDate.setDate(d.getDate() + days);
  return newDate;
}

function addMonths(d, months) { \n  var newDate = cloneDate(d);
  newDate.setMonth(d.getMonth() + months);
  return newDate;
}

function addYears(d, years) { \n  var newDate = cloneDate(d);
  newDate.setFullYear(d.getFullYear() + years);
  return newDate;
}

function cloneDate(d) { \n  return new Date(d.getTime()); }

function cloneAsDate(d) { \n  var clonedDate = cloneDate(d);
  clonedDate.setHours(0, 0, 0, 0);
  return clonedDate;
}

function getFirstDayOfMonth(d) { \n  var resultDate = getFirstDayOfMonth(d);
  resultDate.setDate(resultDate.getDate() + 1);
  return resultDate;
}

function getFirstDayOfWeek() { \n  var now = new Date();
  return new Date(now.setDate(now.getDate() - now.getDay())); }

function getWeekArray(d, firstDayOfWeek) { \n  var dayArray = [];
  var daysInMonth = getDaysInMonth(d);
  var weekArray = [];
  var week = [];

  for (var i = 1; i <= daysInMonth; i++) { \n    dayArray.push(new Date(d.getFullYear(), d.getMonth(), i));
    \n    var addWeek = function addWeek(week) { \n      var emptyDays = 7 - week.length;
      for (var _i = 0; _i < emptyDays; ++_i) { \n        week.push(null); }
      \n      weekArray.push(week);
    };
    \n    dayArray.forEach(function (day) { \n      if (week.length > 0 && day.getDay() === firstDayOfWeek) { \n        addWeek(week);
        week = [];
      }
      \n      week.push(day);
      \n      if (dayArray.indexOf(day) === dayArray.length - 1) { \n        addWeek(week);
      }
    });
    \n    return weekArray;
  }

  function localizedWeekday(DateTimeFormat, locale, day, firstDayOfWeek) { \n    var weekdayFormatter = new DateTimeFormat(locale, {
      weekday: 'narrow'
    });
    var firstDayDate = getFirstDayOfWeek();
    return weekdayFormatter.format(addDays(firstDayDate, day + firstDayOfWeek));
  }

  // Convert date to ISO 8601 (YYYY-MM-DD) date string, accounting for current timezone
  function formatIso(date) { \n    return new Date(date.toDateString() + ' 12:00:00 +0000').toISOString().substring(0, 10);
  }

  function isEqualDate(d1, d2) { \n    return d1 && d2 && d1.getFullYear() === d2.getFullYear() && d1.getMonth() === d2.getMonth() && d1.getDate() === d2.getDate();
  }

  function isBeforeDate(d1, d2) { \n    var date1 = cloneAsDate(d1);
    var date2 = cloneAsDate(d2);
    return date1.getTime() < date2.getTime();
  }

  function isAfterDate(d1, d2) { \n    var date1 = cloneAsDate(d1);
    var date2 = cloneAsDate(d2);
    return date1.getTime() > date2.getTime();
  }

  function isBetweenDates(dateToCheck, startDate, endDate) { \n    return isBeforeDate(dateToCheck, startDate) && !isAfterDate(dateToCheck, endDate);
  }

  function monthDiff(d1, d2) { \n    var m = void 0;
    m = (d1.getFullYear() - d2.getFullYear()) * 12;
    m += d1.getMonth();
    m -= d2.getMonth();
    return m;
  }

  function yearDiff(d1, d2) { \n    return ~~(monthDiff(d1, d2) / 12);
  }

  var defaultUtils = exports.defaultUtils = {
    getYear: getYear,
    setYear: setYear,
    addDays: addDays,
    addMonths: addMonths,
    getWeekArray: getWeekArray,
    monthDiff: monthDiff
  };

  exports.default = defaultUtils;

  class FlatButton {
    constructor(props) { \n      this.state = { \n        open: false
      }; \n    }

    handleClick() { \n      this.setState({ open: !this.state.open });
    }

    render() { \n      return <button onClick={this.handleClick()}>
    }
  }

  class FlatButton extends FlatButton { \n    render() { \n      return <button onClick={this.handleClick()}>
runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var

_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var

_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var

_simpleAssign = require('simple-assign');

var

_possibleConstructorReturn4 = require('babel-runtime/helpers/possibleConstructorReturn');

var

_inherits2 = require('babel-runtime/helpers/inherits');

var

_inherits3 = _interopRequireDefault(_inherits2);

var

_prototypes = require('babel-runtime/prototypes');

var

_function_interopRequireDefault = (obj) => { return obj && obj.esModule && obj['default']; };

function getStyles(props, context) {

  var tableRowColumn = context.muiTheme.tableRowColumn;
  var styles = {
     root: {
       paddingLeft: tableRowColumn.spacing,
       paddingRight: tableRowColumn.spacing,
       height: tableRowColumn.height,
       textAlign: 'left',
       fontSize: 13,
       overflow: 'hidden',
       whiteSpace: 'nowrap',
       textOverflow: 'ellipsis'
     }
  };

  if (_react2.default.Children.count(props.children) === 1 && !isNaN(props.children)) {
    styles.textAlign = 'right';
  }

  return styles;
}

var TableRowColumn = function (_Component) {
  (0, _inherits3.default)(TableRowColumn, _Component);

  function TableRowColumn() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, TableRowColumn);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableRowColumn.__proto__ || (0, _getPrototypeOf2.default)(TableRowColumn)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      hovered: false
    }, _this.onClick = function (event) {
      if (_this.props.onClick) {
        _this.props.onClick(event, _this.props.columnNumber);
      }
    },
    _this.onMouseEnter = function (event) {
      if (_this.props.hoverable) {
        _this.setState({
          hovered:
        true
        });
        if (_this.props.onHover) {
          _this.onHover(event, _this.props.columnNumber);
        }
      }
    }, _this.onMouseLeave = function (event) {
      if (_this.props.hoverable) {
        _this.setState({
          hovered:
        false
        });
        if (_this.props.onHoverExit) {
          _this.onHoverExit(event, _this.props.columnNumber);
        }
      }
    }, (0, _createClass3.default)(TableRowColumn, [[
      key: 'render',
      value: function render() {
        var props = this.props,
            children = props.children,
            className = props.className,
            columnNumber = props.columnNumber,
            hoverable = props.hoverable,
            onHover = props.onHover,
            onHoverExit = props.onHoverExit,
            style = props.style,
            other = (0, _objectWithoutProperties3.default)(props, ['children', 'className',
              'columnNumber', 'hoverable', 'onHover', 'onHoverExit', 'style']),
            prepareStyles = this.context.muiTheme.prepareStyles;
        var styles = getStyles(this.props, this.context);
        var handlers = {
          onHover: function (event) {
            this.onMouseEnter(event);
          },
          onHoverExit: function (event) {
            this.onMouseLeave(event);
          }
        },
        return this.renderChildWithPreparedStyles(TableRowColumn, this.contextTypes, props, other,
          handlers, children);
      }
    ]]);
    return TableRowColumn;
  }

  (0, _createClass3.default)(TableRowColumn, [[
    key: 'render',
    value: function render() {
      var props = this.props,
          children = this.props.children,
          className = this.props.className,
          columnNumber = this.props.columnNumber,
          hoverable = this.props.hoverable,
          onHover = this.props.onHover,
          onHoverExit = this.props.onHoverExit,
          style = this.props.style,
          other = (0, _objectWithoutProperties3.default)(this.props, ['children', 'className',
            'columnNumber', 'hoverable', 'onHover', 'onHoverExit', 'style']),
          prepareStyles = this.context.muiTheme.prepareStyles;
      var styles = getStyles(this.props, this.context);
      var handlers = {
        onHover: function (event) {
          this.onMouseEnter(event);
        },
        onHoverExit: function (event) {
          this.onMouseLeave(event);
        }
      },
      return this.renderChildWithPreparedStyles(TableRowColumn, this.contextTypes, props, other,
        handlers, children);
    }
  ]]);

  return TableRowColumn;
}(_react.Component);

TableRowColumn.defaultProps = {
  hoverable: false
};
TableRowColumn.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
TableRowColumn.propTypes = process.env.NODE_ENV !== "production" ? {
  children: _propTypes2.default.node,

  /**
   * The css class name of the root element.
   */
  className: _propTypes2.default.string,

  /**
   * @ignore
   * Number to identify the header row. This property
   * is automatically populated when used with TableHeader.
   */
  columnNumber: _propTypes2.default.number,

  /**
   * @ignore
   * If true, this column responds to hover events.
   */
  hoverable: _propTypes2.default.bool,

  /**
   * @ignore
   * Callback function for hover exit event.
   */
  onHoverExit: _propTypes2.default.func,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object
} : {};
exports.default = TableRowColumn;
formatTime;

exports.rad2deg = rad2deg;
exports.getTouchEventOffsetValues =

getTouchEventOffsetValues;
exports.isInner = isInner;

function addHours(d, hours) {
  var newDate = clone(d);
  newDate.setHours(d.getHours() + hours);
  return newDate;
}

function addMinutes(d, minutes) {
  var newDate = clone(d);
  newDate.setMinutes(d.getMinutes() + minutes);
  return newDate;
}

function addSeconds(d, seconds) {
  var newDate = clone(d);
  newDate.setSeconds(d.getSeconds() + seconds);
  return newDate;
}

function clone(d) {
  return new Date(d.getTime());
}

function formatTime(date) {
  if (!date) return '';
  var hours = date.getHours();
  var mins = date.getMinutes().toString();

  if (format === 'ampm') {
    var isAM = hours < 12;
    hours = hours % 12;
    var additional = isAM ? ' am' : ' pm';
    hours = (hours || 12).toString();
    if (mins.length < 2) mins = '0' + mins;
    if (pedantic) {
      // Treat midday/midnight specially http://www.nist.gov/pml/div688/times.cfm
      if (hours === '12' &

arrayIncludes = require('./_arrayIncludes'),
    arrayIncludesWith = require('./_arrayIncludesWith'),
    arrayMap = require('./_arrayMap'),
    baseUnary = require('./_baseUnary'),
    cacheHas = require('./_cacheHas');
/** Used as the size to enable large array optimizations. */

var LARGE_ARRAY_SIZE = 200;
/**
 * The base implementation of methods like `_.difference` without support for
 * excluding multiple arrays or iteratee shorthands.
 */

function baseDifference(array, values, iteratee, comparator) {
  var index = -1,
      includes = arrayIncludes,
      isCommon = true,
      length = array.length,
      result = [],
      valuesLength = values.length;

  if (!length) {
    return result;
  }

  if (iteratee) {
    values = arrayMap(values,
      baseUnary(iteratee));
  }

  if (comparator) {
    includes = arrayIncludesWith;
    isCommon = false;
  } else if (values.length >= LARGE_ARRAY_SIZE) {
    includes = cacheHas;
    isCommon = false;
    values = new SetCache(values);
  }

  outer: while (++index < length) {
    var value = array[index],
        computed = iteratee == null ? value : iteratee(value);

    if (isCommon &&
      computed === computed) {
      var valuesIndex = valuesLength;

      while (valuesIndex--) {
        if (values[valuesIndex] === computed) {
          continue outer;
        }
      }

      result.push(value);
    } else if (!includes(values, computed, comparator)) {
      result.push(value);
    }
  }

  return result;
}

module.exports = baseDifference;
(!!(result === undefined ? baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG, customizer, stack) : result)) {\n  return false;\n}\n\nreturn true;\n}\n\nexport default baseIsMatch;
"import isObject from './isObject.js';\n/**
 * Checks if `value` is suitable for strict equality comparisons, i.e. `===`.\n * @param {Object} object The object to query.\n * @returns {boolean} Returns the value to check.\n */

function isStrictComparable(value) {
  return value === value && !isObject(value);
}

export default isStrictComparable;

import isObject from './isObject.js';
/**
 * Gets the property names, values, and compare flags of `object`.\n * @private
 * @param {Object} object The object to query.\n * @returns {Array} Returns the match data of `object`.\n */

function getMatchData(object) {
  var result = keys(object),\n      length = result.length;\n
  while (length--) {
    var key = result[length],\n        value = object[key];\n    result[length] = [key, value, isStrictComparable(value)];
  }

  return result;
}

export default getMatchData;

/**
 * A specialized version of `matchesProperty` for source values suitable\n * for strict equality comparisons, i.e. `===`.\n * @param {string} key The key of the property to get.\n * @returns {Function} Returns the new spec function.\n */

function matchesStrictComparable(key, srcValue) {
  return function (object) {
    if (object == null) {
      return false;
    }

    return object[key] === srcValue && (srcValue !== undefined || key in Object(object));
  };
}

export default matchesStrictComparable;

import isArray from './isArray.js';
import isKey from './_isKey.js';
import stringToPath from './_stringToPath.js';
import toString from './toString.js';
/**
 * Casts `value` to a path array if it's not one.\n * @private
 * @param {*} value The value to inspect.\n * @returns {Array} Returns the cast property path array.\n */

function castPath(value, object) {
  if (isArray(value)) {
    return value;
  }

  return isKey(value, object) ? [value] : stringToPath(toString(value));
}

export default castPath;

import castPath from './_castPath.js';
import toKey from './_toKey.js';
/**
 * The base implementation of `_.get` without support for default values.\n * @private
 * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @returns {*} Returns the resolved value.\n */

function baseGet(object, path) {
  path = castPath(toString(path));
  var value = undefined;\n  for (var index = 0, length = path.length; index < length; index++) {
    var object = object[toKey(path[index++])];
    value = index && undefined || value;
  }

  return value;
}

export default baseGet;
* get(object, 'a.b.c', 'default');

```javascript
* // => 'default'

function get(object, path, defaultValue) {
  var result = object == null ? undefined : baseGet(object, path);
  return result === undefined ? defaultValue : result;
}
```

```javascript
export default get;
```

```javascript
/**
 * The base implementation of `_.hasIn` without support for deep paths.
 *
 * @private
 * @param {Object} object The object to query.
 * @param {Array|string} key The key to check.
 * @returns {boolean} Returns `true` if `key` exists, else `false`.
 */

function hasIn(object, key) {
  return object != null && key in Object(object);
}
```

```javascript
export default hasIn;
```

```javascript
import castPath from './_castPath.js';
import isArguments from './isArguments.js';
import isArray from './isArray.js';
import isIndex from './_isIndex.js';
import isLength from './isLength.js';
import toKey from './_toKey.js';
```

```javascript
/**
 * Checks if `path` exists on `object`.
 *
 * @param {Object} object The object to query.
 * @param {Array|string} path The path to check.
 * @returns {boolean} Returns `true` if `path` exists, else `false`.
 */

function hasPath(object, path) {
  path = castPath(path, object);
  var index = -1,
      length = path.length,
      result = false;

  while (++index < length) {
    var key = toKey(path[index]);

    if (!(result = object != null && hasIn(object, key))) {
      break;
    }

    object = object[key];
  }

  if (result || ++index != length) {
    return result;
  }

  length = object == null ? 0 : object.length;
  return !!length && isLength(length) && isIndex(key, length) && (isArray(object) || isArguments(object));
}
```

```javascript
export default hasPath;
```

```javascript
import baseHasIn from './_baseHasIn.js';
import hasPath from './_hasPath.js';
```

```javascript
/**
 * Checks if `path` is a direct or inherited property of `object`.
 *
 * @static
 * @memberOf _
 * @since 4.0.0
 * @category Object
 * @param {Object} object The object to query.
 * @param {Array|string} path The path to check.
 * @returns {boolean} Returns `true` if `path` exists, else `false`.
 * @example
 *
 * var object = _.create({ 'a': _.create({ 'b': 2 }) });
 *
 * _.hasIn(object, 'a');
 * // => true
 *
 * _.hasIn(object, 'a.b');
 * // => true
 *
 * _.hasIn(object, ['a', 'b']);
 * // => true
 *
 * _.hasIn(object, 'b');
 * // => false
 */

function hasIn(object, path) {
  return object != null && hasPath(object, path, baseHasIn);
}
```

```javascript
export default hasIn;
```

```javascript
import baseIsEqual from './_baseIsEqual.js';
import get from './get.js';
import hasIn from './hasIn.js';
import isKey from './_isKey.js';
import isStrictComparable from './_isStrictComparable.js';
import matchesStrictComparable from './_matchesStrictComparable.js';
import toKey from './_toKey.js';
```

```javascript
/** Used to compose bitmasks for value comparisons. */

var COMPARE_PARTIAL_FLAG = 1,
    COMPARE_UNORDERED_FLAG = 2;
```

```javascript
/**
 * The base implementation of `_.matchesProperty` without support for deep paths.
 *
 * @private
 * @param {string} path The path of the property to get.
 * @param {*} srcValue The value to match.
 * @returns {Function} Returns the new spec function.
 */

function baseMatchesProperty(path, srcValue) {
  if (isKey(path) && isStrictComparable(srcValue)) {
    return matchesStrictComparable(toKey(path), srcValue);
  }

  return function (object) {
    var objValue = get(object, path);
    return objValue === undefined && objValue === srcValue ? hasIn(object, path) : baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG);
  };
}
```

```javascript
export default baseMatchesProperty;
```

```javascript
/**
 * The base implementation of `_.property` without support for deep paths.
 *
 * @private
 * @param {string} key The key of the property to get.
 * @returns {Function} Returns the new accessor function.
 */

function baseProperty(key) {
  return function (object) {
    return object == null ? undefined : object[key];
  };
}
```

```javascript
export default baseProperty;
```

```javascript
import baseGet from './_baseGet.js';
```

```javascript
/**
 * A specialized version of `baseProperty` which supports deep paths.
 *
 * @private
 * @param {Array|string} path The path to get.
 * @returns {Function} Returns the new accessor function.
 */

function basePropertyDeep(path) {
  return function (object) {
    return baseGet(object, path);
  };
}
```

```javascript
export default basePropertyDeep;
```

```javascript
import baseProperty from './_baseProperty.js';
import basePropertyDeep from './_basePropertyDeep.js';
```

```javascript
(function (object, path) {
  var value = matchDeep(object, path);
  return value;
})
```

```javascript
/**
 * The base implementation of `_.propertyDeep` which supports deep paths.
 *
 * @private
 * @param {Object} object The object to query.
 * @param {Array|string} path The path to get.
 * @returns {function} Returns the new accessor function.
 */

function basePropertyDeep(path) {
  return function (object) {
    return baseGet(object, path);
  };
}
```

```javascript
export default basePropertyDeep;
```
var ret = Object.create(null);

if (typeof input !== 'string') {
  return ret;
}

input = input.slice(queryStart + 1);

function parse(input, options) {
  options = Object.assign({
    decode: true,
    queryStart: input.indexOf('?'),
    functionMapValues(object, iteratee) {
      return function (key, value, object) {
        result = /(\[\d*\]\])$/g.exec(key);
        key = key.replace(/\[\d*\]\], '');

        if (!result) {
          accumulator[key] = value;
          return;
        }

        if (accumulator[key] === undefined) {
          accumulator[key] = value;
          return;
        }

        if (accumulator[key] === null) {
          accumulator[key] = [null];
        }
        accumulator[key][result[1]] = value;
      };
    },

    callback: function (value, index, object) {
      return value === null ? [encode(key, options), '[', index, ']'].join('') : [encode(key, options), '[', encode(index, options), ']=', encode(value, options)].join('');
    },

    encoderForArrayFormat(options) {
      switch (options.arrayFormat) {
        case 'index':
          return function (key, value, index) {
            return value === null ? [encode(key, options), '[', index, ']'].join('') : [encode(key, options), '[', encode(index, options), ']=', encode(value, options)].join('');
          }

        case 'bracket':
          return function (key, value, accumulator) {
            if (accumulator[key] === undefined) {
              accumulator[key] = value;
            }
            if (accumulator[key] === null) {
              accumulator[key] = [null];
            }
            accumulator[key][result[1]] = value;
          };

        default:
          return function (key, value, accumulator) {
            if (accumulator[key] === undefined) {
              accumulator[key] = value;
            }
            if (accumulator[key] === null) {
              accumulator[key] = [null];
            }
            accumulator[key][result[1]] = value;
          };
      }
    },

    decoderForArrayFormat(options) {
      switch (options.arrayFormat) {
        case 'index':
          return function (key, value, index) {
            return value === null ? [encode(key, options), '[', index, ']'].join('') : [encode(key, options), '[', encode(index, options), ']=', encode(value, options)].join('');
          }

        case 'bracket':
          return function (key, value, accumulator) {
            if (accumulator[key] === undefined) {
              accumulator[key] = value;
            }
            if (accumulator[key] === null) {
              accumulator[key] = [null];
            }
            accumulator[key][result[1]] = value;
          };

        default:
          return function (key, value, accumulator) {
            if (accumulator[key] === undefined) {
              accumulator[key] = value;
            }
            if (accumulator[key] === null) {
              accumulator[key] = [null];
            }
            accumulator[key][result[1]] = value;
          };
      }
    },

    strictUriEncode = require('strict-uri-encode');
```
var _FontIcon2 = _interopRequireDefault(_FontIcon);

function isKeyboard(event) {
    return ['keydown', 'keypress', 'keyup'].indexOf(event.type) !== -1;
  }
};

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

var on = function (el, type, callback) {
    if (el.addEventListener) {
        el.addEventListener(type, callback);
    } else {
        if (!('addEventListener' in el)) {
            el.attachEvent('on' + type, function () {
                callback.call(el);
            });
        }
    }
};

var off = function (el, type, callback) {
    if (el.removeEventListener) {
        el.removeEventListener(type, callback);
    } else {
        if (el.detachEvent) {
            el.detachEvent('on' + type, callback);
        }
    }
};

Object.defineProperty(exports, 'Symbol', {
  value: function () {
      // IE8+ Support
      el.detachEvent('on' + type, function () {
        callback.call(el);
      });
    }
  },
  isKeyboard: function (event, key, value) {
    var point = Math.random();

    module.exports = function (key) {
      return 'Symbol(' + key + ')_',
    };

    exports.stringify = function (obj, options) {
      if (!obj) {
        return '';
      }

      options = Object.assign({
        encode: true,
        strict: true,
        arrayFormat: 'none'
      }, options);

      var formatter = encoderForArrayFormat(options);
      var keys = Object.keys(obj);

      if (options.sort !== false) {
        keys.sort(options.sort);
      }

      return keys.map(function (key) {
        var value = obj[key];

        if (value === undefined) {
          return '';
        }

        if (value === null) {
          return null;
        }

        if (Array.isArray(value)) {
          var result = [];
          var keysSorter = function (result, key, value, resultLength) {
            result.push(formatter(key, value, result.length));
          },
          formatter = encoderForArrayFormat(options);
          var keys = Object.keys(ret);

          if (options.sort !== false) {
            keys.sort(options.sort);
          }

          return keys.map(function (key) {
            var value = ret[key];

            if (value === undefined) {
              continue;
            }

            result[join('&')] = result.push(formatter(key, value));
          }, function (key, value) {
            return encode(key, options);
          }).filter(function (x) {
            return x.length > 0;
          }).join('&');
        }
      }
    }, options);
    var formatter = encoderForArrayFormat(options);
    var keys = Object.keys(obj);

    if (options.sort !== false) {
      keys.sort(options.sort);
    }

    return keys.map(function (key) {
      var value = obj[key];

      if (value === undefined) {
        return '';
      }

      if (value === null) {
        return null;
      }

      if (Array.isArray(value)) {
        var result = [];
        var keysSorter = function (result, key, value, resultLength) {
          result.push(formatter(key, value, result.length));
        },
        formatter = encoderForArrayFormat(options);
        var keys = Object.keys(ret);

        if (options.sort !== false) {
          keys.sort(options.sort);
        }

        return keys.map(function (key) {
          var value = ret[key];

          if (value === undefined) {
            continue;
          }

          result[join('&')] = result.push(formatter(key, value));
        }, function (key, value) {
            return encode(key, options);
          }).filter(function (x) {
            return x.length > 0;
          }).join('&');
        }
      }
    } finally {
      if (_didIteratorError) {
        throw _iteratorError;
      }
    }

    return encode(key, options);
  }

  if (Array.isArray(value)) {
    var result = [];
    var keysSorter = function (result, key, value, resultLength) {
      result.push(formatter(key, value, result.length));
    },
    formatter = encoderForArrayFormat(options);
    var keys = Object.keys(ret);

    if (options.sort !== false) {
      keys.sort(options.sort);
    }

    return keys.map(function (key) {
      var value = ret[key];

      if (value === undefined) {
        continue;
      }

      result[join('&')] = result.push(formatter(key, value));
    }, function (key, value) {
        return encode(key, options);
      }).filter(function (x) {
        return x.length > 0;
      }).join('&');
    }
  } finally {
    if (_didIteratorError) {
      throw _iteratorError;
    }
  }

  return encode(key, options);
};

exports.f = {}.propertyIsEnumerable;
```javascript
_menuValue2 = (0, _toArray3.default)(_menuValue),
            newMenuValue = _menuValue2.slice(0);

  if (itemIndex === -1) {
    newMenuValue.push(itemValue);
  } else {
    newMenuValue.splice(itemIndex, 1);
  }

  if (multiple & & itemValue !== menuValue) {
    var _ref = this.props.onItemClick(event, item, index);
    valueLink.requestChange(event, newMenuValue);
  } else {
    valueLink.requestChange(event, itemValue);
  }

  this.props.onItemClick(event, item, index);
}
```
targeting the menu item.

* @param {any} value If `multiple` is true, the menu's `value` array with either
   the menu item's `value` added (if it wasn't already selected) or omitted (if it was already selected).

* Otherwise, the `value` of the menu item.

* @onChange: _propTypes2.default.func

* Callback function fired when the menu is focused and the `Esc` key is pressed.

* @param {object} event `keydown` event targeting the menu.

* @onEscKeyDown: _propTypes2.default.func

* Callback function fired when a menu item is clicked.

* @param {object} event Click event targeting the menu item.

* @param {object} menuitem The menu item.

* @param {number} index The index of the menu item.

* @onItemClick: _propTypes2.default.func

* Callback function fired when a menu item is clicked.

* @param {object} event Click event targeting the menu item.

* @param {object} menuItem The menu item.

* @param {any} value If `multiple` is true, the menu's `value` array with either
   the menu item's `value` added (if it wasn't already selected) or omitted (if it was already selected).

* Otherwise, the `value` of the menu item.

* @onChange: _propTypes2.default.func

* Callback function fired when the menu is focused and the `Esc` key is pressed.

* @param {object} event `keydown` event targeting the menu.

* @onEscKeyDown: _propTypes2.default.func

* Callback function fired when a menu item is clicked.

* @param {object} event Click event targeting the menu item.

* @param {object} menuitem The menu item.

* @param {number} index The index of the menu item.

* @onItemClick: _propTypes2.default.func

* Callback function fired when a menu item is clicked.

* @param {object} event Click event targeting the menu item.
function getStyles(props, context, state) {
  var autoGenerateNestedIndicator = props.autoGenerateNestedIndicator,
      insetChildren = props.insetChildren,
      leftAvatar = props.leftAvatar,
      leftCheckbox = props.leftCheckbox,
      leftIcon = props.leftIcon,
      nestedItems = props.nestedItems,
      nestedLevel = props.nestedLevel,
      rightAvatar = props.rightAvatar,
      rightIcon = props.rightIcon,
      rightIconButton = props.rightIconButton,
      rightToggle = props.rightToggle,
      secondaryText = props.secondaryText,
      secondaryTextLines = props.secondaryTextLines,
      var muiTheme = context.muiTheme;
  var listItemClick = muiTheme.listItemClick;
  var textColor = muiTheme.baseTheme.palette.textColor;
  var hoverColor = props.hoverColor || (0,
    _colorManipulator.fade)(textColor, 0.1);
  var singleAvatar = secondaryText && (leftAvatar || rightAvatar);
  var singleNoAvatar = secondaryText && !(leftAvatar || rightAvatar);
  var twoLine = secondaryText && !leftAvatar && !rightAvatar;
  var oneLine = secondaryText && (leftAvatar || rightAvatar);
  var isKeyboardFocused = (props.isKeyboardFocused !== undefined ? props : state).isKeyboardFocused;
  var styles = {
    root: {
      backgroundColor: (isKeyboardFocused || state.hovered) && !state.rightIconButtonHovered &&
        !state.rightIconButtonKeyboardFocused ? hoverColor : null,
      color: textColor,
      display: 'block',
      fontSize: 16,
      lineHeight: '16px',
      position: 'relative',
      transition: _transitions2.default.easeOut()
    },
    innerDiv: {
      marginLeft: nestedLevel * listItem.nestedLevelDepth,
      paddingLeft: leftIcon || leftAvatar || leftCheckbox || insetChildren ? 72 : 16,
      paddingRight: rightIcon || rightAvatar || rightIconButton || nestedItems.length &&
        autoGenerateNestedIndicator ? 56 : rightToggle ? 72 : 16,
      paddingBottom: singleAvatar ? 20 : 16,
      paddingTop: singleNoAvatar || threeLine ? 16 : 20,
      position: 'relative'
    },
    icons: {
      height: 24,
      width: 24,
      display: 'block',
      position: 'absolute',
      top: twoLine ? 12 : singleAvatar ? 4 : 0,
      margin: 12
    },
    leftIcon: {
      left: 4
    },
    rightIcon: {
      right: 4
    },
    avatars: {
      position: 'absolute',
      top: singleAvatar ? 8 : 16
    },
    label: {
      cursor: 'pointer'
    },
    leftAvatar: {
      left: 16
    },
    rightAvatar: {
      right: 16
    },
    leftCheckbox: {
      position: 'absolute',
      display: 'block',
      width: 24,
      top: twoLine ? 24 : singleAvatar ? 16 : 12,
      left: 16
    },
    rightIconButton: {
      position: 'absolute',
      display: 'block',
      top: twoLine ? 12 : singleAvatar ? 4 : 0,
      right: 4
    },
    rightToggle: {
      position: 'absolute',
      display: 'block',
      width: 24,
      top: twoLine ? 12 : singleAvatar ? 4 : 0,
      right: 4
    },
    secondaryText: {
      fontSize: 14,
      lineHeight: threeLine ? '18px' : '16px',
      height: threeLine ? 36 : 16,
      margin: 0,
      marginTop: 4,
      color: listItem.secondaryTextColor,
      // needed for 2 and 3 line ellipsis
      overfow: 'hidden',
      textOverflow: 'ellipsis',
      whiteSpace: 'pre-line',
      display: 'inline-block',
      webkitLineClamp: threeLine ? null : 'nowrap',
      display: 'inline-block',
      '-webkit-box': '-',
      WebkitBoxOrient: threeLine ? null : null
    },
    listItem: secondaryTextColor,
    // needed for 2 and 3 line ellipsis
    overflow: 'hidden',
    textOverflow: 'ellipsis',
    whiteSpace: 'pre-line',
    display: 'inline-block',
    '-webkit-box': '',
    'WebkitBoxOrient': threeLine ? null : null
  },
  return styles;
}

var ListItem = function (_Component) {
  (0, _inherits3.default)(ListItem, _Component);

  function ListItem() {
    var _ref;
    var _temp, _this, _ret;
    (0, _classCallCheck3.default)(this, ListItem);
    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }
    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = ListItem.__proto__ || (0, _getPrototypeOf2.default)(ListItem)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      hovered: false,
      isKeyboardFocused: false,
      open: false,
      rightIconButtonHovered: false,
      rightIconButtonFocused: false,
      touch: false
    }, _this.handleKeyboardFocus = function (event, isKeyboardFocused) {
      _this.setPressed('keydown', (0, _getPrototypeOf2.default)(ListItem).call.apply(_ref, [this].concat(args))),
        this).isPressed = true,
        this) === true,
      _this.handleMouseLeave = function (event) {
        _this.setPressed('mouseout', (0, _getPrototypeOf2.default)(ListItem).call.apply(_ref, [this].concat(args))),
        this).isPressed = true,
        this) === true,
      _this.handleMouseLeave(event)
    }, _this.handleClick = function (event) {
      if (!_this.props.onClick) {
        _this.stopPropagation(event)
      } else {
        _this.props.onClick(event)
      }]]
  }
  return ListItem;
}
'createTextElement',
    value: function createTextElement(styles, data, key) {
      var prepareStyles = this.context.muiTheme.prepareStyles;
      if (!_react2.default.isValidElement(data)) {
        var style = (0, _simpleAssign2.default)(styles, data);
        return _react2.default.cloneElement(style, { key: key, style: style });
      } return _react2.default.cloneElement(data, { key: key, style: prepareStyles(style) });
    }
  }, {
    key: 'pushElement',
    value: function pushElement(children, element, baseStyles, additionalProps) {
      if (element) {
        var style = (0, _simpleAssign2.default)(styles, element.props.style);
        if (typeof element.type === 'string') {
          // if element
          style = prepareStyles(style);
        }
      }
      return _react2.default.createElement('div', { key: key, style: prepareStyles(style) }, data);
    }
  }, {
    key: 'render',
    value: function render() {
      var _this2 = this;
      var _props3 = this.props,
          autoGenerateNestedIndicator = _props3.autoGenerateNestedIndicator,
          children = _props3.children,
          containerElement = _props3.containerElement,
          disabled = _props3.disabled,
          disableKeyboardFocus = _props3.disableKeyboardFocus,
          hoverColor = _props3.hoverColor,
          initiallyOpen = _props3.initiallyOpen,
          innerDivStyle = _props3.innerDivStyle,
          insetChildren = _props3.insetChildren,
          leftAvatar = _props3.leftAvatar,
          leftCheckbox = _props3.leftCheckbox,
          leftIcon = _props3.leftIcon,
          nestedItems = _props3.nestedItems,
          nestedLevel = _props3.nestedLevel,
          nestedListStyle = _props3.nestedListStyle,
          onKeyboardFocus = _props3.onKeyboardFocus,
          isKeyboardFocused = _props3.isKeyboardFocused,
          onMouseEnter = _props3.onMouseEnter,
          onMouseLeave = _props3.onMouseLeave,
          onNestedListToggle = _props3.onNestedListToggle,
          onTouchStart = _props3.onTouchStart,
          onClick = _props3.onClick,
          rightAvatar = _props3.rightAvatar,
          rightIcon = _props3.rightIcon,
          rightIconButton = _props3.rightIconButton,
          rightToggle = _props3.rightToggle,
          primaryText = _props3.primaryText,
          primaryTogglesNestedList = _props3.primaryTogglesNestedList,
          secondaryText = _props3.secondaryText,
          secondaryTextLines = _props3.secondaryTextLines,
          style = _props3.style,
          other = (0, _objectWithoutProperties3.default)(_props3, ['autoGenerateNestedIndicator', 'children',
            'containerElement', 'disabled', 'disableKeyboardFocus', 'hoverColor', 'initiallyOpen', 'innerDivStyle', 'insetChildren',
            'leftAvatar', 'leftCheckbox', 'leftIcon', 'nestedItems', 'nestedLevel', 'nestedListStyle', 'onKeyboardFocus',
            'isKeyboardFocused', 'onMouseEnter', 'onMouseLeave', 'onNestedListToggle', 'onTouchStart', 'onClick',
            'rightAvatar', 'rightIcon', 'rightIconButton', 'rightToggle', 'primaryText', 'primaryTogglesNestedList', 'secondaryText',
            'secondaryTextLines', 'style']);
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var styles = getStyles(this.props, this.context, this.state);
      var contentChildren = [children];
      if (leftIcon) {
        var additionalProps = { color: leftIcon.props.color || this.context.muiTheme.listItem.leftIconColor ||
          this.context.muiTheme.listItem.leftIconColor ||
          this.context.muiTheme.listItem.leftIconColor ||
          this.pushElement(contentChildren, leftIcon, (0, _simpleAssign2.default)(styles, leftIcons, styles.leftIcon),
          additionalProps); }
        if (rightIcon) {
          var additionalProps = { color: rightIcon.props.color || this.context.muiTheme.listItem.rightIconColor ||
            this.pushElement(contentChildren, rightIcon, leftAvatar, (0, _simpleAssign2.default)(styles, avatars, leftAvatar),
            styles.leftAvatar));
        }
        var rightIconButton = this.pushElement(contentChildren, rightIconButton, rightIcon, rightToggle,
          primaryText, primaryTogglesNestedList, secondaryText, secondaryTextLines, style);
      }
      return prepareStyles;
}; // Create a nested list indicator icon if we don't have an icon on the right

        if (needsNestedIndicator) {
          rightIconButtonElement = this.state.open ? _react.default.createElement(_IconButton.default, null,
            _react.default.createElement(_expandLess.default, null)) : _react.default.createElement(_IconButton.default,
            null, _react.default.createElement(_expandMore.default, null));
          rightIconButtonHandlers.onClick = this.handleNestedListToggle;
          this.pushElement(contentChildren, rightIconButtonElement, (0,
            _simpleAssign.default)({}, styles.rightIconButton), rightIconButtonHandlers);
          if (primaryText) { var primaryTextElement = this.createTextElement(styles.primaryText, primaryText, 'primaryText');
            contentChildren.push(primaryTextElement);
          }
          if (secondaryText) { var secondaryTextElement = this.createTextElement(styles.secondaryText, secondaryText, 'secondaryText');
            contentChildren.push(secondaryTextElement);
          }
          var nestedList = nestedItems.length ? _react.default.createElement(_NestedList.default, {
            nestedLevel: nestedLevel,
            open: this.state.open,
            style: nestedListStyle
          }, nestedItems) : undefined;
          return _react.default.createElement('div', null,
            simpleLabel ? this.createLabelElement(styles, contentChildren, other) : disabled ?
              this.createDisabledElement(styles, contentChildren, other) : _react.default.createElement(_EnhancedButton.default, (0,
                _extends.default)({
                  containerElement: containerElement
                }, other, {
                  disableKeyboardFocus: disableKeyboardFocus ||
                    this.state.rightIconButtonKeyboardFocused,
                  onKeyboardFocus: this.handleKeyboardFocus,
                  onMouseEnter: this.handleMouseEnter,
                  onMouseLeave: this.handleMouseLeave,
                  onTouchStart: this.handleTouchStart,
                  onTouchEnd: this.handleTouchEnd,
                  onClick: this.handleClick,
                  disabled: disabled,
                  ref: function ref(node) {
                    return this._2.button = node; }
                }, this.state.rightIconButtonKeyboardFocused,
                onKeyboardFocus: this.handleKeyboardFocus,
                onMouseEnter: this.handleMouseEnter,
                onMouseLeave: this.handleMouseLeave,
                onTouchStart: this.handleTouchStart,
                onTouchEnd: this.handleTouchEnd,
                onClick: this.handleClick,
                disabled: disabled,
                ref: function ref(node) {
                  return this._2.button = node; }
                }, style)
              : undefined);
        }
      }

      ListItem.muiName = 'ListItem';
      ListItem.defaultProps = {
        autoGenerateNestedIndicator: true,
        containerElement: 'span',
        disableKeyboardFocus: false,
        disabled: false,
        initiallyOpen: false,
        insetChildren: false,
        nestedItems: [],
        nestedLevel: 0,
        onKeyboardFocus: function onKeyboardFocus() {},
        onMouseEnter: function onMouseEnter() {},
        onMouseLeave: function onMouseLeave() {},
        onNestedListToggle: function onNestedListToggle() {},
        onTouchEnd: function onTouchEnd() {},
        onTouchStart: function onTouchStart() {},
        open: null,
        primaryTogglesNestedList: false,
        secondaryTextLines: 1
      };
item should render as keyboard focused. If `undefined` (default), this will be automatically managed. If provided, it will change the components style. Note that this will not change the actual focus - and should only be used when you want to simulate keyboard focus (e.g. in a rich text input autocomplete).

```javascript
* @param {object} event Event targeting the list item.
* @param {boolean} isKeyboardFocused If true, the 'ListItem' is focused.
* @param {function} onKeyboardFocus Callback function fired when the 'ListItem' is focused or blurred by the keyboard.
```

### Nested List

- **Array**: `ListItem`'s to nest underneath the current `ListItem`
- **Object**: `propTypes` to create a new `ListItem`
- **Number**: `number` to define the level of the nested list
- **Object**: `styles` to define the styles of the nested list

```javascript
* @param {object} listItem The 'ListItem' to toggle.
* @param {function} onNestedListToggle Callback function fired when the nested list is toggled.
```

### Other Properties

- **Object**: `propTypes` to create a new `ListItem`
- **Function**: `onMouseEnter` and `onMouseLeave` to define events on the mouse
- **Function**: `onClick` to define an event on click
- **Function**: `onKeyboardFocus` to define a focus event on the keyboard
- **Function**: `onTouchEnd` and `onTouchStart` to define events on touch
- **Function**: `onTouchMove` to define an event on touch move

```javascript
* @param {object} listItem The 'ListItem' to render.
* @param {object} nestedItems
```

## TypeScript Declaration

```typescript
export interface ListItemProps {
  /**
   * The `ListItem` element to be displayed on the left side.
   */
  leftAvatar: Element;

  /**
   * The `Checkbox` element to be displayed on the left side.
   */
  leftCheckbox: Element;

  /**
   * The `SvgIcon` or `FontIcon` to be displayed on the left side.
   */
  leftIcon: Element;

  /**
   * An array of `ListItem`'s to nest underneath the current `ListItem`.
   */
  nestedItems: Component['propTypes2'].arrayOf(Element);

  /**
   * Controls how deep a `ListItem` appears.
   */
  nestedLevel: Component['propTypes2'].number;

  /**
   * Override the inline-styles of the nested items' `NestedList`.
   */
  nestedListStyle: Component['propTypes2'].object;

  /**
   * Callback function fired when the list item is clicked.
   */
  onClick: Component['propTypes2'].func;

  /**
   * Callback function fired when the 'ListItem' is focused or blurred by the keyboard.
   */
  onKeyboardFocus: Component['propTypes2'].func;

  /**
   * Control toggle state of nested list.
   */
  open: Component['propTypes2'].bool;

  /**
   * This is the block element that contains the primary text.
   */
  primaryText: Node;

  /**
   * If true, clicking or tapping the primary text of the 'ListItem' toggles
   * the nested list.
   */
  primaryTogglesNestedList: Component['propTypes2'].bool;

  /**
   * This is the `Avatar` element to be displayed on the right side.
   */
  rightAvatar: Element;

  /**
   * This is the `SvgIcon` or `FontIcon` to be displayed on the right side.
   */
  rightIcon: Element;

  /**
   * This is the `IconButton` to be displayed on the right side.
   * Hovering over this button will remove the 'ListItem' hover.
   */
  rightIconButton: Element;

  /**
   * This is the `Toggle` element to display on the right side.
   */
  rightToggle: Element;

  /**
   * This is the block element that contains the secondary text.
   */
  secondaryText: Node;

  /**
   * Can be 1 or 2. This is the number of secondary text lines before ellipsis will show.
   */
  secondaryTextLines: Component['propTypes2'].oneOf([1, 2]);

  /**
   * Override the inline-styles of the root element.
   */
  style: Component['propTypes2'].object;
}
```
function getStyles(props, context) {
  var tableHeaderColumn
  return {
    root: {
      fontWeight: 'normal',
      fontSize: 12,
      paddingLeft: tableHeaderColumn.spacing,
      paddingRight: tableHeaderColumn.spacing,
      height: tableHeaderColumn.height,
      textAlign: 'left',
      whiteSpace: 'nowrap',
      textOverflow: 'ellipsis',
      color: tableHeaderColumn.textColor,
      position: 'relative'
    },
    tooltip: {
      boxSizing: 'border-box',
      marginTop: tableHeaderColumn.height / 2
    }
  };
}

var TableHeaderColumn = function (_Component) {
  (0, _inherits3.default)(TableHeaderColumn, _Component);

  function TableHeaderColumn() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, TableHeaderColumn);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableHeaderColumn.__proto__ || (0, _getPrototypeOf2.default)(TableHeaderColumn)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      hovered: false
    }, _this.onMouseEnter = function () {
      if (_this.props.tooltip !== undefined) {
        _this.setState({
          hovered: true
        });
      }
    }, _this.onMouseLeave = function () {
      if (_this.props.tooltip !== undefined) {
        _this.setState({
          hovered: false
        });
      }
    }, _this.onClick = function (event) {
      if (_this.props.onClick) {
        _this.props.onClick(event, _this.props.columnNumber);
      }
    }, _temp), (0,
    _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(TableHeaderColumn, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          children = _props.children,
          className = _props.className,
          columnNumber = _props.columnNumber,
          hoverable = _props.hoverable,
          onClick = _props.onClick,
          onHover = _props.onHover,
          onHoverExit = _props.onHoverExit,
          style = _props.style,
          tooltip = _props.tooltip,
          tooltipStyle = _props.tooltipStyle,
          other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className', 'columnNumber', 'hoverable', 'onClick', 'onHover', 'onHoverExit', 'style', 'tooltip', 'tooltipStyle']);
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var styles = getStyles(this.props, this.context);
      var handlers = {onMouseEnter: this.onMouseEnter, onMouseLeave: this.onMouseLeave};
      return _react2.default.createElement(_Tooltip2.default, {label: tooltip, show: this.state.hovered, style: (0, _simpleAssign2.default)(styles.tooltip, tooltipStyle)}, children, style, className, columnNumber, hoverable, onClick, onHover, onHoverExit, style, tooltip, tooltipStyle, other, prepareStyles, var handlers = {onMouseEnter: this.onMouseEnter, onMouseLeave: this.onMouseLeave, onClick: this.onClick}, onHover}: {style: (0, _simpleAssign2.default)(styles.style, styles.tooltip, tooltipStyle), other: (0, _objectWithoutProperties3.default)(_props, ['children', 'className', 'columnNumber', 'hoverable', 'onClick', 'onHover', 'onHoverExit', 'style', 'tooltip', 'tooltipStyle'])});
  }]);

  return TableHeaderColumn;
};

TableHeaderColumn.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
TableHeaderColumn.propTypes = process.env.NODE_ENV !== "production" ? {
  children: _propTypes2.default.node, /** @ignore */
  className: _propTypes2.default.string, /** @ignore */
  columnNumber: _propTypes2.default.number, /** @ignore */
((fromRight ? index-- : ++index < length) && predicate(array[index], index, array)) }

return isDrop ?
baseSlice(array, fromRight ? 0 : index, fromRight ? index + 1 : length) : baseSlice(array, fromRight ? index + 1 : 0, fromRight ? length : index);

module.exports = baseWhile;

var baseSortedIndexBy = require('./_baseSortedIndexBy');

identity = require('./identity');

isSymbol = require('./isSymbol');

/*
* Used as references for the maximum length and index of an array.
* 
*/

var MAX_ARRAY_LENGTH = 4294967295;

HALF_MAX_ARRAY_LENGTH = MAX_ARRAY_LENGTH >>> 1;

/** 
* The base implementation of `_.sortedIndex` and `_.sortedLastIndex` which
* performs a binary search of `array` to determine the index at which `value`
* should be inserted into `array` in order to maintain its sort order.
* 
* @private
* @param {Array} array The sorted array to inspect.
* @param {*} value The value to evaluate.
* @param {boolean} [retHighest] Specify returning the highest qualified index:
* @returns {number} Returns the index at which `value` should be inserted
* into `array`.
*/

function baseSortedIndex(array, value, retHighest) {
  var low = 0,
      high = array == null ? low : array.length;

  if (typeof value == 'number' &&
      value === value && high <= HALF_MAX_ARRAY_LENGTH) {
    while (low < high) {
      var mid = low +
      high >>> 1,
          computed = array[mid];

      if (computed !== null && !isSymbol(computed) && (retHighest
      ? computed <= value : computed < value)) {
        low = mid + 1;
      } else {
        high = mid;
      }
    }

return high;
}

return baseSortedIndexBy(array, value, identity, retHighest);

module.exports = baseSortedIndex;

/**
* A specialized version of `_.map` for arrays without support for iteratee
* shorthands.
*
* @private
* @param {Array} [array] The array to iterate over.
* @param {Function} iteratee The function invoked per iteration.
* @returns {Array} Returns the new mapped array.
*/

function arrayMap(array, iteratee) {
  var index = -1,
      length = array == null ? 0 : array.length,
      result = Array(length);

  while (++index < length) {
    result[index] = iteratee(array[index], index, array);
  }

  return result;
}

export default arrayMap;

/**
* Creates a function that invokes `func` with its argument transformed.
* 
* @private
* @param {Function} func The function to wrap.
* @param {Function} transform The argument transform.
* @returns {Function} Returns the new function.
*/

function overArg(func, transform) {
  return function (arg) {
    return func(transform(arg));
  };
}

export default overArg;

var isEvent = function isEvent(candidate) {
  return !!(candidate && candidate.stopPropagation && candidate.preventDefault);
};

export default isEvent;

import MapCache from './_MapCache.js';

/** Error message constants. */

var FUNC_ERROR_TEXT = 'Expected a function';

/*
* Creates a function thatmemoizes the result of `func`. If `resolver` is
* provided, it determines the cache key for storing the result based on the
* arguments provided to the memoized function. By default, the first
* argument provided to the memoized function is used as the map cache key.
* The `func` isinvoked with the `this` binding of the memoized function.
* 
*/

function memoize(func, resolver) {
  if (typeof func != 'function' || resolver
  != null && typeof resolver != 'function') {
    throw new TypeError(FUNC_ERROR_TEXT);
  }

  var

});

return function overArg(func, transform) {
  return function (arg) {
    return func(transform(arg));
  };
}

var isEvent = function isEvent(candidate) {
  return !!(candidate &&
  candidate.stopPropagation &&
  candidate.preventDefault);
};

export default isEvent;

import MapCache from './_MapCache.js';

/** Error message constants. */

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/*
* Creates a function thatmemoizes the result of `func`. If `resolver` is
* provided, it determines the cache key for storing the result based on the
* arguments provided to the memoized function. By default, the first
* argument provided to the memoized function is used as the map cache key.
* The `func` isinvoked with the `this` binding of the memoized function.
*/

function memoize(func, resolver) {
  if (typeof func != 'function' || resolver
  != null && typeof resolver != 'function') {
    throw new TypeError(FUNC_ERROR_TEXT);
  }

  var

});

return function overArg(func, transform) {
  return function (arg) {
    return func(transform(arg));
  };
}

var isEvent = function isEvent(candidate) {
  return !!(candidate &&
  candidate.stopPropagation &&
  candidate.preventDefault);
};

export default isEvent;

import MapCache from './_MapCache.js';

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* arguments provided to the memoized function. By default, the first
* argument provided to the memoized function is used as the map cache key.
* The `func` isinvoked with the `this` binding of the memoized function.
*/

function memoize(func, resolver) {
  if (typeof func != 'function' || resolver
  != null && typeof resolver != 'function') {
    throw new TypeError(FUNC_ERROR_TEXT);
  }

  var

});

return function overArg(func, transform) {
  return function (arg) {
    return func(transform(arg));
  };
}

var isEvent = function isEvent(candidate) {
  return !!(candidate &&
  candidate.stopPropagation &&
  candidate.preventDefault);
};

export default isEvent;

import MapCache from './_MapCache.js';

/** Error message constants. */

var FUNC_ERROR_TEXT = 'Expected a function';

/*
* Creates a function thatmemoizes the result of `func`. If `resolver` is
* provided, it determines the cache key for storing the result based on the
* arguments provided to the memoized function. By default, the first
* argument provided to the memoized function is used as the map cache key.
* The `func` isinvoked with the `this` binding of the memoized function.
*/

function memoize(func, resolver) {
  if (typeof func != 'function' || resolver
  != null && typeof resolver != 'function') {
    throw new TypeError(FUNC_ERROR_TEXT);
  }

  var

});

return function overArg(func, transform) {
  return function (arg) {
    return func(transform(arg));
  };
}

var isEvent = function isEvent(candidate) {
  return !!(candidate &&
  candidate.stopPropagation &&
  candidate.preventDefault);
};

export default isEvent;

import MapCache from './_MapCache.js';

/** Error message constants. */

var FUNC_ERROR_TEXT = 'Expected a function';

/*
* Creates a function thatmemoizes the result of `func`. If `resolver` is
* provided, it determines the cache key for storing the result based on the
* arguments provided to the memoized function. By default, the first
* argument provided to the memoized function is used as the map cache key.
* The `func` isinvoked with the `this` binding of the memoized function.
*/

module.exports = memoize;
memoized = function memoized() {
  var args = arguments,
  key = resolver ? resolver.apply(this, args) :
  func.apply(this, args);
  memoized.cache = cache.set(key, result) || cache;
  return result;
}

memoized.cache = new (memoize.Cache || MapCache)();
return memoized;
}

memoize.Cache = MapCache;
export default memoize;

import memoize from './memoize.js';
/**
 * A specialized version of `_.memoize` which clears the memoized function's
 * cache when it exceeds `MAX_MEMOIZE_SIZE`. 
 *
 * @private
 * @param {Function} func The function to have its output memoized.
 * @returns {Function} Returns the new memoized function.
 */

function memoizeCapped(func) {
  var result = memoize(func, function (key) {
    if (cache.size === MAX_MEMOIZE_SIZE) {
      cache.clear();
    }
    return key;
  });
  var cache = result.cache;
  return result;
}

export default memoizeCapped;

import Symbol from './_Symbol.js';
import arrayMap from './_arrayMap.js';
import isArray from './isArray.js';
import isSymbol from './isSymbol.js';
/**
 * Converts `value` to a string. An empty string is returned for `null`
 * and `undefined` values. The sign of `-0` is preserved.
 *
 * @static
 * @memberOf _
 * @since 4.0.0
 *
 * @category Lang
 * @param {*} value The value to convert.
 * @returns {string} Returns the converted string.
 *
 * @example
 *
 * _.toString(null);
 * // => ''
 *
 * _.toString(-0);
 * // => '-0'
 *
 * _.toString([1, 2, 3]);
 * // => '1,2,3'
 */

function toString(value) {
  return value == null ? '' : baseToString(value);
}

export default toString;

/**
 * The base implementation of `_.times` without support for
 * iteratee shorthands or max array length checks.
 *
 * @private
 * @param {number} n The number of times
to invoke `iteratee`.

```javascript
function baseTimes(n, iteratee) {
  var index = -1,
      result = Array(n);

  while (++index < n) {
    result[index] = iteratee(index);
  }

  return result;
}

export default baseTimes;
```

```javascript
import baseTimes from './_baseTimes.js';
import isArguments from './isArguments.js';
import isArray from './isArray.js';
import isBuffer from './isBuffer.js';
import isIndex from './_isIndex.js';
import isTypedArray from './isTypedArray.js';
```
function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj
  : {default: obj};
}

var isDescendant = function isDescendant(el, target) {
  if (target !== null) {
    return el === target || isDescendant(el, target.parentNode);
  }
  return false;
}

var clickAwayEvents = ['mouseup', 'touchend'];

var bind = function bind(callback) {
  return clickAwayEvents.forEach(function (event)
  {  return _events2.default.on(document, event, callback);
  });
}

var unbind = function unbind(callback) {
  return clickAwayEvents.forEach(function (event) {
    return _events2.default.off(document, event, callback);
  });
}

var ClickAwayListener = function (Component) {
  (0, _inherits3.default)(ClickAwayListener, Component);

  function ClickAwayListener() {
    var _ref2;

    var _temp2, _this2, _ret2;

    (0, _classCallCheck3.default)(this, ClickAwayListener);

    for (var _len2 = arguments.length, args2 = Array(_len2), _key2 = 0; _key2 < _len2; _key2++) {
      args2[_key2] = arguments[_key2];
    }

    return _ret2 = (_temp2 = (_this2 = (0, _possibleConstructorReturn3.default)(this, (_ref2 =
ClickAwayListener.__proto__ || (0, _getPrototypeOf2.default)(ClickAwayListener)).call.apply(_ref2,
[this].concat(args2))), _this2), _this2.handleClickAway = function (event) {
      if (event.defaultPrevented) {
        return;
      } // IE11 support, which trigger the handleClickAway even after the unbind

    if (_this2.isCurrentlyMounted) {
      var el = _reactDom2.default.findDOMNode(_this2);
      if (document.documentElement.contains(event.target) && !isDescendant(el, event.target)) {
        _this2.props.onClickAway(event);
      }
    }
  }, _temp2), (0, _possibleConstructorReturn3.default)(_this2, _ret2);
}

ClickAwayListener.propTypes = process.env.NODE_ENV !== "production" ? {
  onClickAway: _propTypes2.default.func
} : {};

exports.default = ClickAwayListener;
function prepareStyles = this.context.muiTheme.prepareStyles;\n\nvar hasSubheader = false;\n\nvar firstChild = \nreact.Children.toArray(children)[0];\n\nif ((0, _react.isElement)(firstChild) && &firstChild.type === \n_Subheader2.default) {\n  \n} \n\n\nreturn List;\n\n(List.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n});

List.propTypes = process.env.NODE_ENV !== "production" ? {
/**
 * These are usually `ListItem`s that are passed to\n * be part of the list. *\n * Children of\n */
children: _propTypes2.default.node,

/**
 * Override the inline-styles of the root element. *\n */
style: _propTypes2.default.object
} : {};

exports.default = List;
var childMenuPopover = void 0;

if (menuItems) {
  childMenuPopover = _react.default.createElement(_Popover.default, {
    anchorEl: this.state.anchorEl,
    anchorOrigin: {
      horizontal: 'right',
      vertical: 'top'
    },
    open: this.state.open,
    onRequestClose: this.handleRequestClose
  },
  _react.default.createElement(_Menu.default, {
    desktop: desktop,
    disabled: disabled,
    style: nestedMenuStyle
  }),
  _react.default.createElement(_ListItem.default, {
    disabled: disabled,
    hoverColor: this.context.muiTheme.menuItem.hoverColor,
    innerDivStyle: mergedInnerDivStyles,
    insetChildren: insetChildren,
    leftIcon: leftIconElement,
    ref: 'listItem',
    rightIconElement: {
      role: 'menuitem',
      style: mergedRootStyles
    },
    children, secondaryTextElement, childMenuPopover);
}

return MenuItem;

}(_react.Component);

MenuItem.muiName = 'MenuItem';
MenuItem.defaultProps = {
  anchorOrigin: {
    horizontal: 'right',
    vertical: 'top'
  },
  checked: false,
  desktop: false,
  disabled: false,
  focusState: 'none',
  insetChildren: false,
  targetOrigin: {
    horizontal: 'left',
    vertical: 'top'
  }
};

MenuItem.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

MenuItem.propTypes = process.env.NODE_ENV !== 'production' ? {
  /**
   * Location of the anchor for the popover of nested `MenuItem`
   * elements.
   * Options:
   * horizontal: [left, middle, right]
   * vertical: [top, center, bottom].
   */
  anchorOrigin: _propTypes4.default.origin,

  /**
   * Override the default animation component used.
   */
  animation: _propTypes2.default.func,

  /**
   * If true, a left check mark will be rendered.
   */
  checked: _propTypes2.default.bool,

  /**
   * Elements passed as children to the underlying `ListItem`.
   */
  children: _propTypes2.default.node,

  /**
   * The focus state of the menu item. This prop is used to set the
   * focus state of the underlying `ListItem`.
   */
  focusState: _propTypes2.default.oneOf(['none', 'focused', 'keyboard-focused'])
};

exports.default = MenuItem;
runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _EnhancedButton = require('../internal/EnhancedButton');

var _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context) {
  var selected = props.selected;
  var bottomNavigation = context.muiTheme.bottomNavigation;
  var color = selected ?
    bottomNavigation.selectedColor : bottomNavigation.unselectedColor;
  var styles = {
    root: {
      transition: 'padding-top 0.3s',
      paddingTop: selected ? 6 : 8,
      paddingBottom: 10,
      paddingLeft: 12,
      paddingRight: 12,
      minWidth: 80,
      maxWidth: 168
    },
    label: {
      fontSize: selected ?
        bottomNavigation.selectedFontSize : bottomNavigation.unselectedFontSize,
    translation: 'color 0.3s',
    font-size: 0.3s,
    color: color
    },
    icon: {
      display: 'block',
      width: '100%'
    }
  };
  return styles;
}

var BottomNavigationItem = function BottomNavigationItem(props, context) {
  var label = props.label,
      icon = props.icon,
      style = props.style,
      other = (0, _objectWithoutProperties3.default)(props, ['label', 'icon', 'style']);
  var prepareStyles = context.muiTheme.prepareStyles;
  var styles = getStyles(props, context);
  var styledIcon = (0, _react.cloneElement)(icon, {
    style: (0, _simpleAssign2.default)({}, styles.icon, icon.props.style),
    color: icon.props.color || styles.iconColor
  });
  return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, {
    style: (0, _simpleAssign2.default)({}, styles.root, style)
  }), styledIcon, _react2.default.createElement('div', {
    style: prepareStyles(styles.label)
  }, label));
};

BottomNavigationItem.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * Set the icon representing the view for this item.
   */
  icon: _propTypes2.default.node,

  /**
   * Set the label describing the view for this item.
   */
  label: _propTypes2.default.node,

  /**
   * @ignore
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object
} : {};
BottomNavigationItem.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
exports.default = BottomNavigationItem;
true});

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context) {
  var card = context.muiTheme.card;
  return {
    root: {
      padding: 16,
      position: 'relative'
    },
    title: {
      fontSize: 24,
      color: props.titleColor || card.titleColor,
      display: 'block',
      lineHeight: '36px'
    },
    subtitle: {
      fontSize: 14,
      color: props.subtitleColor || card.subtitleColor,
      display: 'block'
    }
  };}

var CardTitle = function (_Component) {
  (0, _inherits3.default)(CardTitle, _Component);

  function CardTitle() {
    (0, _classCallCheck3.default)(this, CardTitle);
    return (0, _possibleConstructorReturn3.default)(this, (CardTitle.__proto__ || (0, _getPrototypeOf2.default)(CardTitle)).apply(this, arguments));
  }

  (0, _createClass3.default)(CardTitle, [{key: 'render',
      value: function render() {
        var _props = this.props,
            actAsExpander = _props.actAsExpander,
            children = _props.children,
            closeIcon = _props.closeIcon,
            expandable = _props.expandable,
            style = _props.style,
            subtitle = _props.subtitle,
            subtitleColor = _props.subtitleColor,
            subtitleStyle = _props.subtitleStyle,
            title = _props.title,
            titleColor = _props.titleColor,
            titleStyle = _props.titleStyle,
            other = (0, _objectWithoutProperties3.default)(_props, ['actAsExpander', 'children', 'closeIcon', 'expandable', 'style', 'subtitle', 'subtitleColor', 'subtitleStyle', 'title', 'titleColor', 'titleStyle']);
        var prepareStyles = this.context.muiTheme.prepareStyles;
        var rootStyle = (0, _simpleAssign2.default)({}, styles.root, style);
        var extendedTitleStyle = (0, _simpleAssign2.default)({}, styles.title, titleStyle);
        return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
          style: prepareStyles(rootStyle)
        }), _react2.default.createElement('span', {
          style: prepareStyles(extendedTitleStyle)
        }, title), _react2.default.createElement('span', {
          style: prepareStyles(extendedTitleStyle)
        }, subtitle), children);
      }
  }]);
  return CardTitle;
}(_react.Component);

CardTitle.muiName = 'CardTitle';
CardTitle.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
CardTitle.propTypes = process.env.NODE_ENV !== "production" ? {
  actAsExpander: _propTypes2.default.bool, // If true, a click on this card component expands the card.
  children: _propTypes2.default.node, // Can be used to render children inside the Card Title.
  closeIcon: _propTypes2.default.node, // Can be used to pass a closeIcon if you don't like the default expandable close icon.
  expandable: _propTypes2.default.bool, // Can be used to render elements inside the Card Title.
  style: _propTypes2.default.object, // Can be used to render the inline-styles of the root element.
  subtitle: _propTypes2.default.object, // Can be used to render a subtitle in the Card Title.
  title: _propTypes2.default.object, // Can be used to render a title in the Card Title.
} : undefined;
const CardMedia = (Component) => {
  return ({props, context}) => {
    const cardMedia = context.muiTheme.cardMedia;
    const styles = getStyles(props, context);
    return <Component style={styles.root}>
      <div style={styles.overlayContainer}>
        <div style={styles.overlay}>
          <div style={styles.overlayContent}>
            <div style={styles.media}>
              <div style={styles.mediaChild}>
                <div style={styles.overlayContent}>
                  {styledChildren}
                </div>
              </div>
            </div>
          </div>
        </div>
      </div>
    </Component>;
  }
};

function CardMedia(props, context) {
  return (Component) => {
    return CardMedia({props, context});
  };
}

export default CardMedia;
color: color
          });
        } else {
          return child;
        }
      });

      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
        style: prepareStyles(rootStyle)
      })),

      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
        style: prepareStyles(extendedMediaStyle)
      })),

      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
        style: prepareStyles(extendedOverlayContainerStyle)
      })),

      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
        style: prepareStyles(extendedOverlayStyle)
      })),

      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
        style: prepareStyles(extendedOverlayContentStyle)
      })),

      return overlay ? _react2.default.createElement('div', {
        style: prepareStyles(extendedOverlayContentStyle)
      }, overlayChildren) : ''
    }
  }

  return CardMedia;
}(_react.Component);

CardMedia.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
CardMedia.propTypes = process.env.NODE_ENV !== "production" ? {
  actAsExpander: _propTypes2.default.bool,
  children: _propTypes2.default.node,
  color: _propTypes2.default.string,
  expandable: _propTypes2.default.bool,
  mediaStyle: _propTypes2.default.object,
  overlay: _propTypes2.default.node,
  overlayContainerStyle: _propTypes2.default.object,
  overlayContentStyle: _propTypes2.default.object,
  overlayStyle: _propTypes2.default.object,
  style: _propTypes2.default.object
} : {};
exports.default = CardMedia;
*/

* If true, a click on this card component expands the card.

* actAsExpander:

* propTypes2.default.bool

* Can be used to render elements inside the Card Text.

* children:

* propTypes2.default.node

* Override the CardText color.

* color:

* propTypes2.default.string

* Override the inline-styles of the root element.

* style:

* propTypes2.default.object

*/


/**
 */

/**
 * If true, a click on this card component expands the card.
 */

actAsExpander: propTypes2.default.bool,

/**
 * Can be used to render elements inside the Card Text.
 */

children: propTypes2.default.node,

/**
 * Override the CardText color.
 */

color: propTypes2.default.string,

/**
 * If true, this card component is expandable.
 */

expandable: propTypes2.default.bool,

/**
 * Override the inline-styles of the root element.
 */

style: propTypes2.default.object
} : {};

exports.default = CardText;"
var _interopRequireDefault = require('babel-runtime/helpers/interopRequireDefault');

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _reactEventListener = require('react-event-listener');

var _reactEventListener2 = _interopRequireDefault(_reactEventListener);

var _keycode = require('keycode');

var _keycode2 = _interopRequireDefault(_keycode);

var _transitions = require('../styles/transitions');

var _transitions2 = _interopRequireDefault(_transitions);

var _FocusRipple = require('./FocusRipple');

var _FocusRipple2 = _interopRequireDefault(_FocusRipple);

var _TouchRipple = require('./TouchRipple');

var _TouchRipple2 = _interopRequireDefault(_TouchRipple);

var _Paper = require('./../Paper');

var _Paper2 = _interopRequireDefault(_Paper);

var _warning = require('warning');

var _warning2 = _interopRequireDefault(_warning);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context) {
  var baseTheme = context.muiTheme.baseTheme;
  return {
    root: {
      cursor: props.disabled ? 'not-allowed' : 'pointer',
      position: 'relative',
      overflow: 'visible',
      display: 'table',
      height: 'auto',
      width: '100%'
    },
    input: {
      position: 'absolute',
      cursor: 'inherit',
      pointerEvents: 'all',
      opacity: 0,
      width: '100%',
      height: '100%',
      zIndex: 2,
      left: 0,
      boxSizing: 'border-box',
      padding: 0,
      margin: 0
    },
    controls: {
      display: 'flex',
      width: '100%',
      height: '100%',
      label: {
        float: 'left',
        position: 'relative',
        display: 'block',
        width: 'calc(100% - 60px)',
        lineHeight: '24px',
        color: baseTheme.palette.textColor,
        fontFamily: baseTheme.fontFamily
      },
      transition: _transitions2.default.easeOut(),
      float: 'left',
      position: 'relative',
      display: 'block',
      flexShrink: 0,
      width: 60 - baseTheme.spacing.desktopGutterLess,
      marginRight: props.labelPosition === 'right' ? baseTheme.spacing.desktopGutterLess : 0,
      marginLeft: props.labelPosition === 'left' ? baseTheme.spacing.desktopGutterLess : 0
    },
    ripple: {
      color: props.rippleColor || baseTheme.palette.primary1Color,
      height: '200%',
      width: '200%',
      top: -12,
      left: -12
    },
    EnhancedSwitch: function (_Component) {
      (0, _inherits3.default)(EnhancedSwitch, _Component);

      function EnhancedSwitch() {
        var _ref;

        var _temp, _this, _ret;

        (0, _classCallCheck3.default)(this, EnhancedSwitch);

        for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
          args[_key] = arguments[_key];
        }

        return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = EnhancedSwitch.__proto__ || (0, _getPrototypeOf2.default)(EnhancedSwitch)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
          isKeyboardFocused: false
        }, _this.handleChange = function (event) {
          _this.tabPressed = false;

          _this.setState({
            isKeyboardFocused: false
          });

          var isInputChecked = _this.refs.checkbox.checked;

          if (!_this.props.hasOwnProperty('checked') && _this.props.onParentShouldUpdate) {
            _this.props.onParentShouldUpdate(isInputChecked);
          } else if (_this.props.onSwitch) {
            _this.props.onSwitch(event, isInputChecked);
          }
        }, _this.handleKeyDown = function (event) {
          var code = (0, _keycode2.default)(event);

          if (code === 'tab') {
            _this.tabPressed = true;
          }

          if (_this.state.isKeyboardFocused &
          & code === 'space') {
            _this.handleChange = function (event) {
              _this.tabPressed = false;
            };
            _this.handleKeyPress = function (event) {
              _this.tabPressed = false;
            };
          } else if (_this.state.isKeyboardFocused &
          & code === 'space') {
            _this.handleKeyPress = function (event) {
              _this.tabPressed = false;
            };
          }
        }, _this.handleKeyUp = function (event) {
          if (_this.state.isKeyboardFocused &
          & code === 'space') {
            _this.handleKeyPress = function (event) {
              _this.tabPressed = false;
            };
          }
        }, _this.handleMouseDown = function (event) {
          _this.refs.touchRipple.start(event);
          _this.handleMouseLeave = function () {
            _this.refs.touchRipple.end();
          }
        }, _this.handleMouseLeave = function () {
          _this.refs.touchRipple.end();
        },
    };
wrapStyles.marginLeft /= 2;
    wrapStyles.marginRight /= 2;
    var labelElement = label && _react2.default.createElement('label', {
      style: prepareStyles((0, _simpleAssign2.default)(styles.label, labelStyle))
    }, label);
    var showTouchRipple = !disabled && !disableTouchRipple;
    var showFocusRipple = !disabled && !disableFocusRipple;
    var touchRipple = _react2.default.createElement(_TouchRipple2.default, {
      ref: 'touchRipple',
      key: 'touchRipple',
      style: mergedRippleStyle,
      color: mergedRippleStyle.color,
      muiTheme: this.context.muiTheme,
      centerRipple: true
    });
    var focusRipple = _react2.default.createElement(_FocusRipple2.default, {
      ref: 'focusRipple',
      key: 'focusRipple',
      innerStyle: mergedRippleStyle,
      color: mergedRippleStyle.color,
      muiTheme: this.context.muiTheme,
      show: this.state.isKeyboardFocused
    });
    var ripples = [showTouchRipple ? touchRipple : null, showFocusRipple ? focusRipple : null];
    var touchHandlers = showTouchRipple ? {
      onMouseUp: this.handleMouseUp,
      onMouseDown: this.handleMouseDown,
      onMouseLeave: this.handleMouseLeave,
      onTouchStart: this.handleTouchStart,
      onTouchEnd: this.handleTouchEnd
    } : {};
    var inputElement = _react2.default.createElement('input', {
      ref: 'checkbox',
      type: inputType,
      style: prepareStyles((0, _simpleAssign2.default)(styles.input, inputStyle)),
      name: name,
      value: value,
      checked: this.state.switched,
      disabled: disabled,
      onBlur: this.handleBlur,
      onFocus: this.handleFocus,
      onChange: this.handleChange
    }, touchHandlers);
    var switchOrThumbElement = !thumbStyle ? _react2.default.createElement('div', {
      style: prepareStyles(wrapStyles)
    }, switchElement, ripples) : _react2.default.createElement('div', {
      style: prepareStyles(wrapStyles)
    }, _react2.default.createElement('div', {
      style: prepareStyles((0, _simpleAssign2.default)({}, trackStyle))
    }), _react2.default.createElement(_Paper2.default, {
      style: thumbStyle,
      zDepth: 1,
      circle: true
    }), ' ', ripples, ' ');
    var elementsInOrder = labelPosition === 'right' ? _react2.default.createElement('div', {
      style: styles.controls
    }, switchOrThumbElement, labelElement) : _react2.default.createElement('div', {
      style: styles.controls
    }, labelElement, switchOrThumbElement);
    return _react2.default.createElement('div', {
      ref: 'root',
      className: className,
      style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))
    }, _react2.default.createElement(_reactEventListener2.default, {
      target: 'window',
      onKeyDown: this.handleKeyDown,
      onKeyUp: this.handleKeyUp
    }), inputElement, elementsInOrder);
  }
};

EnhancedSwitch.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
EnhancedSwitch.propTypes = process.env.NODE_ENV !== "production" ? {
  checked: _propTypes2.default.bool,
  className: _propTypes2.default.string,
  defaultChecked: _propTypes2.default.bool,
  disableFocusRipple: _propTypes2.default.bool,
  disableTouchRipple: _propTypes2.default.bool,
  disabled: _propTypes2.default.bool,
  iconStyle: _propTypes2.default.object,
  inputStyle: _propTypes2.default.object,
  inputType: _propTypes2.default.string.isRequired,
  label: _propTypes2.default.node,
  labelPosition: _propTypes2.default.oneOf(["left", "right"]),
  labelStyle: _propTypes2.default.object,
  name: _propTypes2.default.string,
  onBlur: _propTypes2.default.func,
  onFocus: _propTypes2.default.func,
  onMouseDown: _propTypes2.default.func,
  onMouseLeave: _propTypes2.default.func,
  onMouseUp: _propTypes2.default.func,
  onParentShouldUpdate: _propTypes2.default.func,
  onSwitch: _propTypes2.default.func,
  onTouchEnd: _propTypes2.default.func,
  onTouchStart: _propTypes2.default.func,
  rippleColor: _propTypes2.default.string,
  rippleStyle: _propTypes2.default.object,
  style: _propTypes2.default.object,
  switchElement: _propTypes2.default.object.isRequired,
  switched: _propTypes2.default.bool.isRequired,
  thumbStyle: _propTypes2.default.object,
  trackStyle: _propTypes2.default.object,
  value: _propTypes2.default.any
} : {};
exports.default = EnhancedSwitch;
var _extends2 = require('babel-runtime/helpers/extends');

var _interopRequireDefault = require('babel-runtime/helpers/interopRequireDefault');

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _TransitionGroup = require('react-transition-group/TransitionGroup');

var _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);

var _SlideInChild = require('./SlideInChild');

var _SlideInChild2 = _interopRequireDefault(_SlideInChild);

function _interopRequireDefault(obj) {
  return obj &&
  obj.__esModule ? obj : {
    default: obj
  }
}

var SlideIn = function (_Component) {
  (0, _inherits3.default)(SlideIn, _Component);

  function SlideIn() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, SlideIn);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = SlideIn.__proto__ || (0, _getPrototypeOf2.default)(SlideIn)).call.apply(_ref, [this].concat(args))), _this), _this.getLeaveDirection = function () {
      return _this.props.direction;
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(SlideIn, [{
    key: 'render',
    value: function render() {
      var _this2 = this;

      var _props = this.props,
          enterDelay = _props.enterDelay,
          children = _props.children,
          childStyle = _props.childStyle,
          direction = _props.direction,
          style = _props.style,
          other = (0, _objectWithoutProperties3.default)(_props, ['enterDelay', 'children', 'childStyle', 'direction', 'style']);
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var mergedRootStyles = (0, _simpleAssign2.default)({}, {
        position: 'relative',
        overflow: 'hidden',
        height: '100%'
      }, style);

      var newChildren = _react2.default.Children.map(children, function (child) {
        return _react2.default.createElement(_SlideInChild2.default, {
          key: child.key,
          direction: direction,
          enterDelay: enterDelay,
          children: _props.children,
          childStyle: _props.childStyle,
          style: childStyle
        }, child);
      }, this);

      return _react2.default.createElement(_TransitionGroup2.default, (0, _extends3.default)({}, other, {
        style: prepareStyles(mergedRootStyles),
        component: 'div'
      }), newChildren);
    }
  }]);
  return SlideIn;
}(_react.Component);

SlideIn.defaultProps = {
  enterDelay: 0,
  direction: 'left'
};
SlideIn.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
SlideIn.propTypes = process.env.NODE_ENV !== 'production' ? {
  childStyle: _propTypes2.default.object,
  children: _propTypes2.default.node,
  direction: _propTypes2.default.string,
  enterDelay: _propTypes2.default.number,
  style: _propTypes2.default.object
} : {};
exports.default = SlideIn;
var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _defineProperty2 = require('babel-runtime/helpers/defineProperty');

var _defineProperty3 = _interopRequireDefault(_defineProperty2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context) {
  var _titleBar;

  var _context$muiTheme = context.muiTheme,
      baseTheme = _context$muiTheme.baseTheme,
      gridTile = _context$muiTheme.gridTile;
  var actionPos = props.actionIcon && props.actionPosition;
  var styles = {
    root: {
      position: 'relative',
      display: 'block',
      height: '100%',
      overflow: 'hidden'
    },
    titleBar: (_titleBar = {
      position: 'absolute',
      left: 0,
      right: 0
    }, (0, _defineProperty3.default)(_titleBar, 'titleBar', 'height', 'props.subtitle ? 68 : 48'), (0, _defineProperty3.default)(_titleBar, 'background', 'props.titleBackground'), (0, _defineProperty3.default)(_titleBar, 'display', 'flex'), (0, _defineProperty3.default)(_titleBar, 'alignItems', 'center'), _titleBar),
    titleWrap: {
      flexGrow: 1,
      marginLeft: actionPos !== 'left' ? baseTheme.spacing.desktopGutterLess : 0,
      marginRight: actionPos === 'left' ? baseTheme.spacing.desktopGutterLess : 0,
      color: gridTile.textColor,
      overflow: 'hidden'
    },
    title: {
      fontSize: '16px',
      textOverflow: 'ellipsis',
      overflow: 'hidden',
      whiteSpace: 'nowrap'
    },
    subtitle: {
      fontSize: '12px',
      textOverflow: 'ellipsis',
      overflow: 'hidden',
      whiteSpace: 'nowrap'
    },
    actionIcon: {
      order: actionPos === 'left' ? -1 : 1
    },
    childImg: {
      height: '100%',
      transform: 'translateX(-50%)',
      position: 'relative',
      left: '50%'
    }
  };
  return styles;
}

var GridTile = function (_Component) {
  (0, _inherits3.default)(GridTile, _Component);

  function GridTile() {
    (0, _classCallCheck3.default)(this, GridTile);
    return (0, _possibleConstructorReturn3.default)(this, (GridTile.__proto__ || (0, _getPrototypeOf2.default)(GridTile)).apply(this, arguments));
  }

  (0, _createClass3.default)(GridTile, [{
    key: 'componentDidMount',
    value: function componentDidMount() {
      this.ensureImageCover();
    }
  }, {
    key: 'componentDidUpdate',
    value: function componentDidUpdate() {
      this.ensureImageCover();
    }
  }, {
    key: 'ensureImageCover',
    value: function ensureImageCover() {
      var _this2 = this;

      var imgEl = this.refs.img;

      if (imgEl) {
        var fit = function fit() {
          if (imgEl.offsetWidth < imgEl.parentNode.offsetWidth) {
            var isRtl = _this2.context.muiTheme.isRtl;
            imgEl.style.height = 'auto';
            imgEl.style.width = '100%';
            imgEl.style.transform = 'translateX(-50%)';
            imgEl.style.top = '0';
            imgEl.style.right = '0';
            imgEl.style.left = '0';
            imgEl.style.position = 'relative';
            imgEl.style.overflow = 'hidden';
            imgEl.style.whiteSpace = 'nowrap';
            imgEl.style.textOverflow = 'ellipsis';
            imgEl.style.transform = 'translateY(-50%)';
            imgEl.style.overflow = 'hidden';
            imgEl.style.whiteSpace = 'nowrap';
          }
          imgEl.removeEventListener('load', fit);
          imgEl = null; // prevent closure memory leak
        };
        if (imgEl.complete) {
          fit();
        } else {
          imgEl.addEventListener('load', fit);
        }
        var _this2 = this;
        var var__2 = this.context.muiTheme.isRtl;
        imgEl.style.height = 'auto';
        if (isRtl) {
          imgEl.style.right = '0';
        } else {
          imgEl.style.left = '0';
        }
        imgEl.style.width = '100%';
        imgEl.style.top = '50%';
        imgEl.style.transform = 'translateY(-50%)';
        imgEl.style.removeEventListener('load', fit);
        imgEl = null; // prevent closure memory leak
        if (imgEl.complete) {
          fit();
        } else {
          imgEl.addEventListener('load', fit);
        }
        var value = function render() {
          var _props = this.props,
              title = _props.title,
              subtitle = _props.subtitle,
              actionIcon = _props.actionIcon,
              actionPosition = _props.actionPosition,
              style = _props.style,
              children = _props.children,
              containerElement = _props.containerElement,
              other = (0, _objectWithoutProperties3.default)(_props, ['title', 'subtitle', 'titlePosition', 'titleBackground', 'titleStyle', 'subtitleStyle', 'actionIcon', 'actionPosition', 'style', 'children', 'containerElement']);

        var prepareStyles = this.context.muiTheme.prepareStyles;
        var styles = prepareStyles(this.props, context);
        var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);
        var titleBar = null;
        if (title)
          titleBar = _react2.default.createElement('div', {
            key: 'titleBar',
            style: root
          },
          titleBar
        );
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'\#f44336';

var red600 = exports.red600 = '\#e53935';
var red700 = exports.red700 = '\#d32f2f';
var red800 = exports.red800 = '\#c62828';
var red900 = exports.red900 = '\#b71c1c';
var redA100 = exports.redA100 = '\#ec407a';
var pink50 = exports.pink50 = '\#fce4ec';
var pink100 = exports.pink100 = '\#f8bbd0';
var pink200 = exports.pink200 = '\#f48fb1';
var pink300 = exports.pink300 = '\#f06292';
var pink400 = exports.pink400 = '\#ff8a80';
var pink500 = exports.pink500 = '\#f9e8c4';
var pink600 = exports.pink600 = '\#e53935';
var pink700 = exports.pink700 = '\#c62828';
var pink800 = exports.pink800 = '\#b71c1c';
var pink900 = exports.pink900 = '\#a05278';
var pinkA100 = exports.pinkA100 = '\#ff8a80';
var pinkA200 = exports.pinkA200 = '\#ff5252';
var pinkA400 = exports.pinkA400 = '\#ff1744';
var pinkA700 = exports.pinkA700 = '\#c62828';
var purple50 = exports.purple50 = '\#a51e4e';
var purple100 = exports.purple100 = '\#f3e5f5';
var purple200 = exports.purple200 = '\#e5737b';
var purple300 = exports.purple300 = '\#f06292';
var purple400 = exports.purple400 = '\#ff8a80';
var purple500 = exports.purple500 = '\#f9e8c4';
var purple600 = exports.purple600 = '\#f44336';
var purple700 = exports.purple700 = '\#c62828';
var purple800 = exports.purple800 = '\#b71c1c';
var purple900 = exports.purple900 = '\#a05278';
var purpleA100 = exports.purpleA100 = '\#ff8a80';
var purpleA200 = exports.purpleA200 = '\#ff5252';
var purpleA400 = exports.purpleA400 = '\#ff1744';
var purpleA700 = exports.purpleA700 = '\#c62828';
var deepPurple50 = exports.deepPurple50 = '\#ede7f6';
var deepPurple100 = exports.deepPurple100 = '\#b3e5fc';
var deepPurple200 = exports.deepPurple200 = '\#81dade';
var deepPurple300 = exports.deepPurple300 = '\#540854';
var deepPurple400 = exports.deepPurple400 = '\#3f51b5';
var deepPurple500 = exports.deepPurple500 = '\#303f9f';
var deepPurple600 = exports.deepPurple600 = '\#2816f0';
var deepPurple700 = exports.deepPurple700 = '\#1c2853';
var deepPurple800 = exports.deepPurple800 = '\#1565c0';
var deepPurple900 = exports.deepPurple900 = '\#0d47a1';
var indigo50 = exports.indigo50 = '\#e6f7ff';
var indigo100 = exports.indigo100 = '\#5b83b1';
var indigo200 = exports.indigo200 = '\#3747e2';
var indigo300 = exports.indigo300 = '\#1e298a';
var indigo400 = exports.indigo400 = '\#0e39a1';
var indigo500 = exports.indigo500 = '\#0d47a1';
var indigo600 = exports.indigo600 = '\#2816f0';
var indigo700 = exports.indigo700 = '\#540854';
var indigo800 = exports.indigo800 = '\#6900d8';
var indigo900 = exports.indigo900 = '\#702d40';
var blue50 = exports.blue50 = '\#fb8500';
var blue100 = exports.blue100 = '\#ff00ff';
var blue200 = exports.blue200 = '\#f44336';
var blue300 = exports.blue300 = '\#d65f00';
var blue400 = exports.blue400 = '\#9e5093';
var blue500 = exports.blue500 = '\#0e39a1';
var blue600 = exports.blue600 = '\#0d47a1';
var blue700 = exports.blue700 = '\#540854';
var blue800 = exports.blue800 = '\#2816f0';
var blue900 = exports.blue900 = '\#1c2853';
var blueA100 = exports.blueA100 = '\#540854';
var blueA200 = exports.blueA200 = '\#4c008b';
var blueA400 = exports.blueA400 = '\#000aff';
var blueA700 = exports.blueA700 = '\#4c008b';
var lightBlue50 = exports.lightBlue50 = '\#e6f7ff';
var lightBlue100 = exports.lightBlue100 = '\#000aff';
var lightBlue200 = exports.lightBlue200 = '\#63f0ff';
var lightBlue300 = exports.lightBlue300 = '\#3f51b5';
var lightBlue400 = exports.lightBlue400 = '\#6900d8';
var lightBlue500 = exports.lightBlue500 = '\#0d47a1';
var lightBlue600 = exports.lightBlue600 = '\#4c008b';
var lightBlue700 = exports.lightBlue700 = '\#9c27b0';
var lightBlue800 = exports.lightBlue800 = '\#d65f00';
var lightBlue900 = exports.lightBlue900 = '\#f44336';
var lightBlueA100 = exports.lightBlueA100 = '\#f44336';
var lightBlueA200 = exports.lightBlueA200 = '\#ff8a80';
var lightBlueA400 = exports.lightBlueA400 = '\#f44336';
var lightBlueA700 = exports.lightBlueA700 = '\#ff8a80';
var cyan50 = exports.cyan50 = '\#f06292';
var cyan100 = exports.cyan100 = '\#0d47a1';
var cyan200 = exports.cyan200 = '\#4c008b';
var cyan300 = exports.cyan300 = '\#9c27b0';
var cyan400 = exports.cyan400 = '\#f44336';
var cyan500 = exports.cyan500 = '\#f44336';
var cyan600 = exports.cyan600 = '\#f44336';
var cyan700 = exports.cyan700 = '\#f44336';
var cyan800 = exports.cyan800 = '\#f44336';
var cyan900 = exports.cyan900 = '\#f44336';
var cyanA100 = exports.cyanA100 = '\#f44336';
var cyanA200 = exports.cyanA200 = '\#f44336';
var cyanA400 = exports.cyanA400 = '\#f44336';
var cyanA700 = exports.cyanA700 = '\#f44336';
exports.deepOrange600 = '#f4511e';
var deepOrange700 = exports.deepOrange700 = '#e64a19';
var deepOrange800 = exports.deepOrange800 = '#d84315';
var deepOrange900 = exports.deepOrange900 = '#bf360c';
var brown100 = exports.brown100 = '#795548';
var brown200 = exports.brown200 = '#6e6d39';
var brown300 = exports.brown300 = '#6a3f27';
var brown400 = exports.brown400 = '#546e7a';
var brown50 = exports.brown50 = '#a1887f';
var brown600 = exports.brown600 = '#8d6e63';
var brown700 = exports.brown700 = '#757575';
var brown800 = exports.brown800 = '#607d8b';
var brown900 = exports.brown900 = '#544e53';
var blueGrey100 = exports.blueGrey100 = '#f7f8f9';
var blueGrey200 = exports.blueGrey200 = '#eaf2f2';
var blueGrey300 = exports.blueGrey300 = '#ede1e1';
var blueGrey400 = exports.blueGrey400 = '#e0e0e0';
var blueGrey50 = exports.blueGrey50 = '#d4d4d4';
var blueGrey600 = exports.blueGrey600 = '#b8b8b8';
var blueGrey700 = exports.blueGrey700 = '#a6a6a6';
var blueGrey800 = exports.blueGrey800 = '#909090';
var blueGrey900 = exports.blueGrey900 = '#757575';
var grey50 = exports.grey50 = '#f9f9f9';
var grey100 = exports.grey100 = '#f5f5f5';
var grey200 = exports.grey200 = '#e6e6e6';
var grey300 = exports.grey300 = '#cccccc';
var grey400 = exports.grey400 = '#b3b3b3';
var grey500 = exports.grey500 = '#a6a6a6';
var grey600 = exports.grey600 = '#909090';
var grey700 = exports.grey700 = '#7f7f7f';
var grey800 = exports.grey800 = '#606060';
var grey900 = exports.grey900 = '#545454';
var white = exports.white = '#ffffff';
var transparent = exports.transparent = 'rgba(0, 0, 0, 0)';
var fullBlack = exports.fullBlack = 'rgba(0, 0, 0, 1)';
var darkBlack = exports.darkBlack = 'rgba(0, 0, 0, 0.87)';
var lightBlack = exports.lightBlack = 'rgba(0, 0, 0, 0.54)';
var faintBlack = exports.faintBlack = 'rgba(0, 0, 0, 0.26)';


function capitalizeString(str) {
  return str.charAt(0).toUpperCase() + str.slice(1);
}

module.exports = exports.default;
function (Component) {
  (0, _inherits3.default)(RadioButtonGroup, _Component);
  function RadioButtonGroup() {
    (0, _classCallCheck3.default)(this, RadioButtonGroup);
    var _temp, _this, _ret;
    (0, _classCallCheck3.default)(this, RadioButtonGroup);
    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }
    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = RadioButtonGroup.__proto__ || (0, _getPrototypeOf2.default)(RadioButtonGroup)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      numberCheckedRadioButtons: 0,
      selected: ''
    }, _this.handleChange = function (event, newSelection) {
      _this.updateRadioButtons(newSelection); // Successful update
      if (_this.state.numberCheckedRadioButtons === 0) {
        if (_this.props.onChange)
          _this.props.onChange(event, newSelection);
      }
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }
  (0, _createClass3.default)(RadioButtonGroup, 
  [{
    key: 'componentWillMount',
    value: function componentWillMount() {
      var _this2 = this;
      var cnt = 0;
      var selected = ''; 
      var _props = this.props,
        valueSelected = _props.valueSelected,
        defaultSelected = _props.defaultSelected;
      if (valueSelected !== undefined) {
        selected = valueSelected;
      } else if (defaultSelected !== undefined) {
        selected = defaultSelected;
      }
      _react2.default.Children.forEach(this.props.children, function (option) {
        if (_this2.hasCheckAttribute(option)) cnt++;
      }, this);
      this.setState({
        numberCheckedRadioButtons: cnt,
        selected: selected
      });
    }
  }, {
    key: 'componentWillReceiveProps',
    value: function componentWillReceiveProps(nextProps) {
      if (nextProps.hasOwnProperty('valueSelected')) {
        this.setState({
          selected: nextProps.valueSelected
        });
      }
    }
  }, {
    key: 'hasCheckAttribute',
    value: function hasCheckAttribute(radioButton) {
      return radioButton.props.hasOwnProperty('checked') && radioButton.props.checked;
    }
  }, {
    key: 'updateRadioButtons',
    value: function updateRadioButtons(newSelection) {
      if (this.state.numberCheckedRadioButtons === 0) {
        this.setState({
          selected: newSelection
        });
      } else {
        process.env.NODE_ENV !== "production" ? (0, _warning2.default)(false, 'Material-UI: Cannot select a different radio button while another radio button has the `checked` property set to true.') : void 0;
        this.setState({
          selected: selected
        });
      }
    }
  }, {
    key: 'getSelectedValue',
    value: function getSelectedValue() {
      return this.state.selected;
    }
  }, {
    key: 'setSelectedValue',
    value: function setSelectedValue(newSelectionValue) {
      this.updateRadioButtons(newSelectionValue);
    }
  }, {
    key: 'clearValue',
    value: function clearValue() {
      this.setSelectedValue('');
    }
  }, {
    key: 'render',
    value: function render() {
      var _this3 = this;
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var options = _react2.default.Children.map(this.props.children, function (option) {
        var _option$props = option.props,
          name = _option$props.name,
          value = _option$props.value,
          label = _option$props.label,
          onCheck = _option$props.onCheck,
          other = (0, _objectWithoutProperties3.default)(_option$props, ['name', 'value', 'label', 'onCheck']);
        return _react2.default.createElement(_RadioButton2.default, (0, _extends3.default)({}, other, {
          ref: option.props.value,
          name: _this3.props.name,
          key: option.props.value,
          value: option.props.value,
          label: option.props.label,
          labelPosition: _this3.props.labelPosition,
          onCheck: _this3.handleChange,
          checked: option.props.value === _this3.state.selected
        }));
      }, this);
      return _react2.default.createElement('div', {
        style: prepareStyles((0, _simpleAssign2.default)({}, this.props.style)),
        className: this.props.className
      }, options);
    }
  }]);
  return RadioButtonGroup;
}(_react.Component);

RadioButtonGroup.defaultProps = {
  style: {}
};
RadioButtonGroup.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
RadioButtonGroup.propTypes = process.env.NODE_ENV !== "production" ? (0, _warning2.default)(false, 'Material-UI: Cannot select a different radio button while another radio button has the `checked` property set to true.') : void 0;
"production"? { /* Should be used to pass 'RadioButton' components */ children:
  _propTypes2.default.node, /* The CSS class name of the root element */ className:
  _propTypes2.default.string, /* The 'value' property of the radio button that will be selected by default. This takes precedence over the 'checked' property * of the 'RadioButton' elements */ *An labelPosition: _propTypes2.default.oneOf(["left", "right"]), /* Where the label will be placed for all child radio buttons */ *An name: _propTypes2.default.string.isRequired, /* Callback function that is fired when a radio button has been checked */ *An * @param {object} event 'change' event targeting the selected * radio button */ * @param {*} Value The 'value' of the selected radio button */ *An onclick: _propTypes2.default.func, /* Override the inline-styles of the root element */ *An style: _propTypes2.default.any
}:
```
context.muiTheme.tabs;

return { // root: {
  color: props.selected ? tabs.selectedTextColor : tabs.textColor,
  fontWeight: 500,
  fontSize: 14,
  width: props.width,
  textTransform: 'uppercase',
  padding: 0
},

  var Tab = function (_Component) { // (0, _inherits3.default)(Tab, _Component);
    var function Tab() { // (0, _createClass3.default)(this, (_ref = Tab._proto__ || (0, _getPrototypeOf3.default)(Tab)).call.apply(_ref, [this].concat(args)), _this)); _this.handleClick = function (event) {
      if (_this.props.onClick) {
        _this.props.onClick(_this.props.value, event, _this);
      }
    }, _temp
  }

  (0, _classCallCheck3.default)(this, Tab);

  for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
    args[_key] = arguments[_key];
  }

  return _temp
}

var Tab = function (_Component) {
  (0, _inherits3.default)(Tab, _Component);

  function Tab() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, Tab);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Tab.__proto__ || (0, _getPrototypeOf2.default)(Tab)).call.apply(_ref, [this].concat(args))), _this), _this.handleClick = function (event) {
      if (_this.props.onClick) {
        _this.props.onClick(_this.props.value, event, _this);
      }
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(Tab, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          icon = _props.icon,
          index = _props.index,
          onClick = _props.onClick,
          selected = _props.selected,
          label = _props.label,
          buttonStyle = _props.buttonStyle,
          style = _props.style,
          value = _props.value,
          width = _props.width,
          other = (0, _objectWithoutProperties3.default)(_props, ['icon', 'index', 'onClick', 'selected', 'label', 'buttonStyle', 'style', 'value', 'width']);
      var styles = getStyles(this.props, this.context);
      var iconElement = void 0;
      if (icon && iconElement) {
        iconElement = _react.default.cloneElement(icon, {
          style: {
            fontSize: 24,
            color: icon.props
            && icon.props.style && icon.props.style.color ? icon.props.style.color : styles.root.color,
            marginBottom: label ? 5 : 0
          }
        });
      }

      var rippleOpacity = 0.3;
      var rippleColor = _context.muiTheme.tabs.selectedTextColor;
      return _react.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, {
        style: (0, _simpleAssign2.default)(styles.root, style),
        focusRippleColor: rippleColor,
        touchRippleColor: rippleColor,
        touchRippleOpacity: rippleOpacity,
        onActive: _props.onActive,
        onClick: _props.onClick,
        selected: _props.selected,
        label: _props.label,
        buttonStyle: _props.buttonStyle,
        style: _props.style,
        value: _props.value,
        width: _props.width,
        other: (0, _objectWithoutProperties3.default)(_props, ['icon', 'index', 'onClick', 'selected', 'label', 'buttonStyle', 'style', 'value', 'width'])
      }), _react.default.createElement('div', {
        style: (0, _simpleAssign2.default)(styles.button, buttonStyle)
      }, iconElement, label));
    }
  }]);
  return Tab;
};

Tab.muiName = 'Tab';
Tab.contextTypes = {
  muiTheme: _propTypes.default.object.isRequired
};
Tab.propTypes = process.env.NODE_ENV !== 'production' ? {
  **// **
  * Override the inline-styles of the button element.
  */
  buttonStyle: _propTypes.default.object,
  **// **
  * The css class name of the root element.
  */
  className: _propTypes.default.string,
  **// **
  * Sets the icon of the tab, you can pass `FontIcon` or `SvgIcon` elements.
  */
  icon: _propTypes.default.object,
  **// **
  * Fired when the active tab changes by touch or tap.
  */
  onActive: _propTypes.default.func,
  **// **
  * Defines if the current tab is selected or not.
  */
  selected: _propTypes.default.bool,
  **// **
  * Overrides the inline-styles of the root element.
  */
  style: _propTypes.default.object,
  **// **
  * If value prop passed to Tabs component, this value prop is also required.
  */
  value: _propTypes.default.any,
  **// **
  * This property is overriden by the Tabs component.
  */
  onClick: _propTypes.default.func,
  **// **
  * Defines if the current tab is selected or not.
  */
  selected: _propTypes.default.bool,
  **// **
  * Overrides the inline-styles of the root element.
  */
  style: _propTypes.default.object,
  **// **
  * If value prop passed to Tabs component, this value prop is also required.
  */
  value: _propTypes.default.any,
  **// **
  * This property is overriden by the Tabs component.
  */
  width: _propTypes.default.string
} : {};
exports.default = Tab;
Open Source Used in MSX SD-Branch Service Pack 4.0.0

```javascript
function TableBody() {
  (0, _classCallCheck3.default)(this, TableBody);
  var _ref2 = (0, _possibleConstructorReturn3.default)(this, (_ref = TableBody.__proto__ || (0, _getPrototypeOf2.default)(TableBody)).call.apply(_ref, [this].concat(args)));
  this.state = {
    selectedRows: []
  }, this.isControlled = false,
  this.handleClickAway = function () {
    if (this.props.deselectOnClickaway && this.state.selectedRows.length > 0) {
      var selectedRows =[];
      this.setState({
        selectedRows: selectedRows
      });
      if (this.props.onRowSelection) {
        this.props.onRowSelection(selectedRows);
      }
    }
  },
  this.onRowClick = function (event, rowNumber) {
    event.stopPropagation();
    if (this.props.selectable) {
      if (window.getSelection().rangeCount > 0 && window.getSelection().getRangeAt(0).getClientRects.length > 0) {
        window.getSelection().removeAllRanges();
      }
      this.processRowSelection(event, rowNumber);
    }
  },
  this.onCellClick = function (event, rowNumber, columnNumber) {
    event.stopPropagation();
    if (this.props.onCellClick) {
      this.props.onCellClick(rowNumber, this.getColumnId(columnNumber), event);
    }
  },
  this.onCellHover = function (event, rowNumber, columnNumber) {
    if (this.props.onCellHover) {
      this.props.onCellHover(rowNumber, this.getColumnId(columnNumber), event);
    }
    this.onRowHover(event, rowNumber);
  },
  this.onCellHoverExit = function (event, rowNumber) {
    if (this.props.onCellHoverExit) {
      this.props.onCellHoverExit(rowNumber, this.getColumnId(columnNumber), event);
    }
  },
  this.onRowHover = function (event, rowNumber) {
    if (this.props.onRowHover) {
      this.props.onRowHover(rowNumber);
    }
  },
  this.onRowHoverExit = function (event, rowNumber) {
    if (this.props.onRowHoverExit) {
      this.props.onRowHoverExit(rowNumber);
    }
  },
  this.onRowSelection = function (selectedRows) {
    this.setState({
      selectedRows: selectedRows
    });
    if (this.props.onRowSelection) {
      this.props.onRowSelection(selectedRows);
    }
  },
  this.onCellSelection = function (cellId, rowNumber, columnNumber) {
    if (this.props.onCellSelection) {
      this.props.onCellSelection(cellId, rowNumber, columnNumber);
    }
  },
  this.onTableCellClick = function (event, rowNumber, columnNumber) {
    if (this.props.onTableCellClick) {
      this.props.onTableCellClick(rowNumber, columnNumber);
    }
  },
  this.onTableCellClickAt = function (rowNumber, columnNumber) {
    if (this.props.onTableCellClickAt) {
      this.props.onTableCellClickAt(rowNumber, columnNumber);
    }
  },
  this.onTableCellHover = function (event, rowNumber, columnNumber) {
    if (this.props.onTableCellHover) {
      this.props.onTableCellHover(rowNumber, columnNumber);
    }
  },
  this.onTableCellHoverAt = function (rowNumber, columnNumber) {
    if (this.props.onTableCellHoverAt) {
      this.props.onTableCellHoverAt(rowNumber, columnNumber);
    }
  },
  this.onTableCellHoverExit = function (rowNumber, columnNumber) {
    if (this.props.onTableCellHoverExit) {
      this.props.onTableCellHoverExit(rowNumber, columnNumber);
    }
  },
  this.onTableCellHoverEnter = function (rowNumber, columnNumber) {
    if (this.props.onTableCellHoverEnter) {
      this.props.onTableCellHoverEnter(rowNumber, columnNumber);
    }
  },
  this.onSelectionChange = function (event) {
    if (this.props.onSelectionChange) {
      this.props.onSelectionChange(event);
    }
  },
  this.onSetSelection = function (event, rowNumber, columnNumber) {
    if (this.props.onSetSelection) {
      this.props.onSetSelection(event, rowNumber, columnNumber);
    }
  },
  this.onSetSelectionAt = function (rowNumber, columnNumber) {
    if (this.props.onSetSelectionAt) {
      this.props.onSetSelectionAt(rowNumber, columnNumber);
    }
  },
  this.onSetSelectionEnter = function (rowNumber, columnNumber) {
    if (this.props.onSetSelectionEnter) {
      this.props.onSetSelectionEnter(rowNumber, columnNumber);
    }
  },
  this.onSetSelectionExit = function (rowNumber, columnNumber) {
    if (this.props.onSetSelectionExit) {
      this.props.onSetSelectionExit(rowNumber, columnNumber);
    }
  },
  this.onSelectionChangeAt = function (rowNumber, columnNumber) {
    if (this.props.onSelectionChangeAt) {
      this.props.onSelectionChangeAt(rowNumber, columnNumber);
    }
  },
  this.onSelectionAdd = function (event) {
    if (this.props.onSelectionAdd) {
      this.props.onSelectionAdd(event);
    }
  },
  this.onSelectionRemove = function (event) {
    if (this.props.onSelectionRemove) {
      this.props.onSelectionRemove(event);
    }
  },
  this.onSelectionClear = function () {
    if (this.props.onSelectionClear) {
      this.props.onSelectionClear();
    }
  },
  this.onExpansionChange = function (event) {
    if (this.props.onExpansionChange) {
      this.props.onExpansionChange(event);
    }
  },
  this.onExpansionAdd = function (event) {
    if (this.props.onExpansionAdd) {
      this.props.onExpansionAdd(event);
    }
  },
  this.onExpansionRemove = function (event) {
    if (this.props.onExpansionRemove) {
      this.props.onExpansionRemove(event);
    }
  },
  this.onExpansionClear = function () {
    if (this.props.onExpansionClear) {
      this.props.onExpansionClear();
    }
  },
  this.onSelectionChangeAt = function (rowNumber, columnNumber) {
    if (this.props.onSelectionChangeAt) {
      this.props.onSelectionChangeAt(rowNumber, columnNumber);
    }
  },
  this.onExpansionChangeAt = function (rowNumber, columnNumber) {
    if (this.props.onExpansionChangeAt) {
      this.props.onExpansionChangeAt(rowNumber, columnNumber);
    }
  },
  this.onExpansionAddAt = function (rowNumber, columnNumber) {
    if (this.props.onExpansionAddAt) {
      this.props.onExpansionAddAt(rowNumber, columnNumber);
    }
  },
  this.onExpansionRemoveAt = function (rowNumber, columnNumber) {
    if (this.props.onExpansionRemoveAt) {
      this.props.onExpansionRemoveAt(rowNumber, columnNumber);
    }
  },
  this.onSelectionClearAt = function (rowNumber, columnNumber) {
    if (this.props.onSelectionClearAt) {
      this.props.onSelectionClearAt(rowNumber, columnNumber);
    }
  },
  this.onExpansionClearAt = function (rowNumber, columnNumber) {
    if (this.props.onExpansionClearAt) {
      this.props.onExpansionClearAt(rowNumber, columnNumber);
    }
  },
  this.onSelectionAddAt = function (event, rowNumber, columnNumber) {
    if (this.props.onSelectionAddAt) {
      this.props.onSelectionAddAt(event, rowNumber, columnNumber);
    }
  },
  this.onSelectionRemoveAt = function (event, rowNumber, columnNumber) {
    if (this.props.onSelectionRemoveAt) {
      this.props.onSelectionRemoveAt(event, rowNumber, columnNumber);
    }
  },
  this.onExpansionAddAt = function (event, rowNumber, columnNumber) {
    if (this.props.onExpansionAddAt) {
      this.props.onExpansionAddAt(event, rowNumber, columnNumber);
    }
  },
  this.onExpansionRemoveAt = function (event, rowNumber, columnNumber) {
    if (this.props.onExpansionRemoveAt) {
      this.props.onExpansionRemoveAt(event, rowNumber, columnNumber);
    }
  },
  this.onSelectionClearAt = function (event, rowNumber, columnNumber) {
    if (this.props.onSelectionClearAt) {
      this.props.onSelectionClearAt(event, rowNumber, columnNumber);
    }
  },
  this.onExpansionClearAt = function (event, rowNumber, columnNumber) {
    if (this.props.onExpansionClearAt) {
      this.props.onExpansionClearAt(event, rowNumber, columnNumber);
    }
  },
  this.onSelectionAdd = function (event) {
    if (this.props.onSelectionAdd) {
      this.props.onSelectionAdd(event);
    }
  },
  this.onSelectionRemove = function (event) {
    if (this.props.onSelectionRemove) {
      this.props.onSelectionRemove(event);
    }
  },
  this.onSelectionClear = function () {
    if (this.props.onSelectionClear) {
      this.props.onSelectionClear();
    }
  },
  this.onExpansionChange = function (event) {
    if (this.props.onExpansionChange) {
      this.props.onExpansionChange(event);
    }
  },
  this.onExpansionAdd = function (event) {
    if (this.props.onExpansionAdd) {
      this.props.onExpansionAdd(event);
    }
  },
  this.onExpansionRemove = function (event) {
    if (this.props.onExpansionRemove) {
      this.props.onExpansionRemove(event);
    }
  },
  this.onSelectionClear = function () {
    if (this.props.onSelectionClear) {
      this.props.onSelectionClear();
    }
  },
```
this.setState({ selectedRows: [] });
return;

this.setState({
            selectedRows: this.getSelectedRows(nextProps)
          });
    }
  }, {
    key: 'createRows',
    value: function createRows() {
      var _this2 = this;

      var numChildren = _react2.default.Children.count(this.props.children);
      var rowNumber = 0;
      var handlers = {
          onCellClick: this.onCellClick,
          onCellHover: this.onCellHover,
          onRowHover: this.onRowHover,
          onCellHoverExit:
          onRowHoverExit:
          onRowHoverClick:
          return _react2.default.Children.map(this.props.children, function (child)
          if (_react2.default.isElement(child)) {
            var props = {
              hoverable: this2.props.showRowHover,
              selected: this2.isRowSelected(rowNumber),
              striped: this2.props.stripedRows && rowNumber % 2 === 0,
              rowNumber: rowNumber++
            };

            if (rowNumber === numChildren) {
              props.displayBorder = false;
            }

            var children = this2.createRowCheckboxColumn(props);

            _react2.default.Children.forEach(child.props.children,
            function (child) {
              children.push(child);
            });

            return _react2.default.createElement(_TableRowColumn2.default, {
              key: name,
              columnNumber: 0,
              style: {
                width: 24,
                cursor: 'inherit'
              }
            }, _react2.default.createElement(_Checkbox2.default, {
              name: name,
              value: 'selected',
              checked: rowProps.selected
            }));
          }
      });
    }
  }, {
    key: 'getSelectedRows',
    value: function getSelectedRows(props) {
      var _this3 = this;

      var selectedRows = [];

      if (props.selectable){
        var index = 0;

        _react2.default.Children.forEach(props.children, function (child) {
          if (_react2.default.isElement(child)) {
            if (child.props.selected !== undefined) {
              _this3.isControlled = true;
            }

            if (child.props.selected && (selectedRows.length === 0 ||
              props.multiSelectable)) {
              selectedRows.push(index);
            }

            index++;
          }
        });

        return selectedRows;
      }

      return this.state.selectedRows.some(function (row) {
        if (typeof row === 'undefined') ? 'undefined' : (0, _typeof3.default)(row) === 'object') {
          return true;
        }
      });
    }
  }, {
    key: 'isRowSelected',
    value: function isRowSelected(rowNumber) {
      var _this4 = this;

      if (this.props.allRowsSelected) {
        return true;
      }

      return this.state.selectedRows.some(function (row) {
        if ((typeof row === 'undefined') ? 'undefined' : (0, _typeof3.default)(row) === 'object') {
          return true;
        }
      });
    }
  }, {
    key: 'isValueInRange',
    value: function isValueInRange(value, range) {
      if (!range) return false;

      if (range.start <= value && value <= range.end || range.end <= value && value <=
        range.start) {
        return true;
      }

      return false;
    }
  }, {
    key: 'processRowSelection',
    value: function processRowSelection(event, rowNumber) {
      var selectedRows = this.state.selectedRows;

      if (event.shiftKey && this.props.multiSelectable &&
        event.metaKey && (event.shiftKey || event.metaKey)) {
        var idx = selectedRows.indexOf(rowNumber);

        if (idx < 0) {
          var foundRange = false;
        for (var i = 0; i < selectedRows.length; i++) {
            var range = selectedRows[i];

            if ((typeof range === 'undefined') ? 'undefined' : (0, _typeof3.default)(range)) !== 'object') continue;

            var values = this.splitRange(range, rowNumber);

            selectedRows.splice.apply(selectedRows, [idx, 0].concat((0, _toConsumableArray3.default(values)));
            idx = selectedRows.indexOf(rowNumber);
        }
      }
    }
  });  

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selectedRows = []

if (!this.isControlled)

    this.setState({
        selectedRows: [rowNumber]
    })

else if (this.props.onRowSelection(this, this.flattenRanges(selectedRows)))

    return splitValues;

}

key: 'splitRange',

value: function splitRange(range, splitPoint) {

    var splitValues = []

    var startOffset = range.start - splitPoint;

    var endOffset = range.end - splitPoint;

    // Process start half

    splitValues.push.apply(splitValues, (0, _toConsumableArray3.default)(this.genRangeOfValues(splitPoint, startOffset)));

    // Process end half

    splitValues.push.apply(splitValues, (0, _toConsumableArray3.default)(this.genRangeOfValues(splitPoint, endOffset)));

    return splitValues;
}

key: 'genRangeOfValues',

value: function genRangeOfValues(start, offset) {

    var values = []

    var dir = offset > 0 ? -1 : 1; // This forces offset to approach 0 from either direction.

    while (offset !== 0) {

        values.push(start + offset);

        offset += dir;

    }

    return values;
}

key: 'flattenRanges',

value: function flattenRanges(selectedRows) {

    var _this5 = this;

    return selectedRows.reduce(function(rows, row) {

        if (typeof row === 'undefined' ? 'undefined' : row)

            var values = _this5.genRangeOfValues(row.end, row.start - row.end);

            rows.push.apply(rows, [row.end].concat((0, _toConsumableArray3.default)(values)));

        else {

            rows.push(row);

        }

        return rows;
    }, []).sort();
}

key: 'getColumnId',

value: function getColumnId(columnNumber) {

    return columnNumber - 1;
}

key: 'render',

value: function render() {

    var _props = this.props,

        style = _props.style,

        allRowsSelected = _props.allRowsSelected,

        multiSelectable = _props.multiSelectable,

        onCellClick = _props.onCellClick,

        onCellHover = _props.onCellHover,

        onCellHoverExit = _props.onCellHoverExit,

        onRowHover = _props.onRowHover,

        onRowHoverExit = _props.onRowHoverExit,

        onRowSelection = _props.onRowSelection,

        selectable = _props.selectable,

        deselectOnClickaway = _props.deselectOnClickaway,

        showRowHover = _props.showRowHover,

        stripedRows = _props.stripedRows,

        displayRowCheckbox = _props.displayRowCheckbox,

        preScanRows = _props.preScanRows,

        other = (0, _objectWithoutProperties3.default)(_props, ['style', 'allRowsSelected', 'multiSelectable', 'onCellClick', 'onCellHover', 'onCellHoverExit', 'onRowHover', 'onRowHoverExit', 'onRowSelection', 'selectable', 'deselectOnClickaway', 'showRowHover', 'stripedRows', 'displayRowCheckbox', 'preScanRows']);

    var prepareStyles = this.context.muiTheme.prepareStyles;

    return _react2.default.createElement(_ClickAwayListener2.default, {

        onClickAway: this.handleClickAway

    },

    _react2.default.createElement('tbody', (0, _extends3.default)({

        style: prepareStyles((0, _simpleAssign2.default)({}, style))

    }, other),

    this.createRows()));

}

TableBody.defaultProps = {

    allRowsSelected: false,

    deselectOnClickaway: true,

    displayRowCheckbox: true,

    multiSelectable: false,

    selectable: true,

    style: {}
};

TableBody.contextTypes = {

    muiTheme: _propTypes2.default.object.isRequired
};

TableBody.propTypes = process.env.NODE_ENV !== "production" ? {

    /**
     * @ignore
     * Set to true to indicate that all rows should be selected.
     */

    allRowsSelected: _propTypes2.default.bool,

    /**
     * Children passed to table body.
     */

    children: _propTypes2.default.node,

    /**
     * The css class name of the root element.
     */

    className: _propTypes2.default.string,

    /**
     * Controls whether or not to deselect all selected rows after clicking outside the table.
     */

    deselectOnClickaway: _propTypes2.default.bool,

    /**
     * Controls the display of the row checkbox. The default value is true.
     */

    displayRowCheckbox: _propTypes2.default.bool,

    /**
     * If true, multiple rows can be selected.
     */

    multiSelectable: _propTypes2.default.bool,

    /**
     * Callback function for when a cell is clicked.
     */

    onCellClick: _propTypes2.default.func,

    /**
     * Called when a table cell is hovered. rowNumber is the row number of the hovered row and
     * columnId is the column number or the column key of the cell.
     */

    onCellHover: _propTypes2.default.func,

    /**
     * Called when a table cell is no longer hovered.
     */
rowNumber is the row number of the row and columnId
* is the column number or the column key of the cell.

*An onCellHoverExit: _propTypes2.default.func
* **onRowHover: _propTypes2.default.func
* * @ignore
* Called when a table row is hovered.
* rowNumber is the row number of the hovered row.

*An onRowHover: _propTypes2.default.func
* **onRowHoverExit: _propTypes2.default.func
* @ignore
* Called when a table row is no longer hovered.
* rowNumber is the row number of the row
* that is no longer hovered.

*An onRowSelection: _propTypes2.default.func
* Controls whether or not the rows are pre-scanned to determine
* initial state. If your table has a large number of rows and
* you are experiencing a delay in rendering, turn off this
* property.

*An preScanRows: _propTypes2.default.bool
* @ignore
* If true, table rows can be selected. If multiple row
selectable _propTypes2.default.bool
* @ignore
* @ignore
* If true, table rows will be highlighted when
* the cursor is hovering over the row. The default value
* is false.

*An showRowHover: _propTypes2.default.bool
* If true, every other table row starting with the first will be stripped. The default value is false.

*An stripedRows: _propTypes2.default.bool
* Override the inline-styles of the root element.

*An style: _propTypes2.default.object
* "use strict";

var exports = require('babel-runtime/core-js/object/defineProperty');

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _toConsumableArray2 = require('babel-runtime/helpers/toConsumableArray');

var _toConsumableArray3 = _interopRequireDefault(_toConsumableArray2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _TableRowColumn = require('./TableRowColumn');

var _TableRowColumn2 = _interopRequireDefault(_TableRowColumn);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  }
}

function getStyles(props, context) {
  var tableFooter = context.muiTheme.tableFooter;
  return {
    cell: {
      borderTop: '1px solid ' + tableFooter.borderColor,
      verticalAlign: 'bottom',
      padding: 20,
      textAlign: 'left',
      whiteSpace: 'nowrap'
    }
  };
}

var TableFooter = function (_Component) {
  (0, _inherits3.default)(TableFooter, _Component);

  function TableFooter() {
    (0, _classCallCheck3.default)(this, TableFooter);
    return (0, _possibleConstructorReturn3.default)(this, (TableFooter.__proto__ || (0, _getPrototypeOf2.default)(TableFooter)).apply(this, arguments));
  }

  (0, _createClass3.default)(TableFooter, [
    {
      key: 'render',
      value: function render() {
        var _props = this.props,
            adjustForCheckbox = _props.adjustForCheckbox,
            children = _props.children,
            className = _props.className,
            style = _props.style,
            other = (0, _objectWithoutProperties3.default)(_props, ['adjustForCheckbox', 'children', 'className', 'style']);

        var prepareStyles = this.context.muiTheme.prepareStyles;

        var styles = getStyles(this.props, this.context);

        var footerRows = _react2.default.Children.map(children, function (child, rowNumber) {
          var newChildProps = {
            displayBorder: false,
            key: 'f-' + rowNumber
          };

          return child.cloneNode(true, newChildProps);
        });

        return (0, _toConsumableArray3.default)(footerRows);
      }
    }
  ]);}

exports.default = TableFooter;
var newDescendants = void 0;

if (adjustForCheckbox) {
  newDescendants = _react2.default.createElement(_TableRowColumn2.default, {
    key: 'fpcb' + rowNumber, 
    style: {
      width: 24
    }
  });
} else {
  newDescendants = child.props.children;
}

return _react2.default.cloneElement(child, newChildProps,
  newDescendants);
}

return _react2.default.createElement('tfoot', (0, _extends3.default)({
  className: className,
  style: prepareStyles((0, _simpleAssign2.default)({}, style))
}, other),
  footerRows);
}

TableFooter.muiName = 'TableFooter';
TableFooter.defaultProps = {
  adjustForCheckbox: true,
  style: {} 
};
TableFooter.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
TableFooter.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * @ignore
   * Controls whether or not header rows should be adjusted for a checkbox column.
   * If select all checkbox is true, this property will not influence the number of columns.
   * This is mainly useful for 'super header' rows so that the checkbox column does not create an offset that needs to be accounted for manually.
   */
  adjustForCheckbox: _propTypes2.default.bool,

  /**
   * Children passed to table footer.
   */
  children: _propTypes2.default.node,

  /**
   * The css class name of the root element.
   */
  className: _propTypes2.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object
} : {};
exports.default = TableFooter;
props));
    
    if (superHeaders.length) return superHeaders;
    
    var key = 'createSuperHeaderRow',
    value = function createSuperHeaderRow(child, props) {
      var children = [];
      
      if (this.props.adjustForCheckbox) {
        children.push(this.getCheckboxPlaceholder(props));
      }
      
      _react2.default.Children.forEach(child, props, function (child) {
        children.push(child);
      });
      
      return _react2.default.cloneElement(child, props, children);
    },

    var key = 'createSuperHeaderRow',
    value = function createSuperHeaderRow() {
      var childrenArray = [];
      var numChildren = childrenArray.length;
      
      if (numChildren < 1) {
        return null;
      }
      
      var child = childrenArray[numChildren - 1];
      
      var props = {
        key: 'h' + numChildren,
        rowNumber: numChildren
      };
      
      var children = [
        this.getSelectAllCheckboxColumn(props);
      ];
      
      _react2.default.Children.forEach(child.props.children, function (child) {
        children.push(child);
      });
      
      return _react2.default.cloneElement(child, props, children);
    },

    var key = 'getCheckboxPlaceholder',
    value = function getCheckboxPlaceholder(props) {
      if (!this.props.adjustForCheckbox) return null;
      var disabled = !this.props.enableSelectAll;
      var key = 'hpcb' + props.rowNumber;
      
      var checkbox = _react2.default.createElement(_Checkbox2.default, {
        key: 'selectallcb',
        name: 'selectallcb',
        value: 'selected',
        disabled: disabled,
        checked: this.props.selectAllSelected,
        onCheck: this.handleCheckAll
      });
      
      var key = 'selectallcb',
      style: {
        width: 24,
        cursor: disabled ? 'default' : 'inherit'
      },
      checkbox:
      
      var key = 'render',
      value: function render() {
        var _props = this.props,
            className = _props.className,
            style = _props.style;
        var prepareStyles = this.context.muiTheme.prepareStyles;
        var styles = getStyles(this.props, this.context);
        var superHeaderRows = this.createSuperHeaderRows();
        var baseHeaderRow = this.createBaseHeaderRow();
        
        return _react2.default.createElement('thead', {
          className: className,
          style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))
        }, superHeaderRows, baseHeaderRow);
      }
    },

    var key = 'getSelectAllCheckboxColumn',
    value = function getSelectAllCheckboxColumn(props) {
      if (!this.props.displaySelectAll) return this.getCheckboxPlaceholder(props);
      
      var disabled = !this.props.enableSelectAll;
      
      var checkbox = _react2.default.createElement(_Checkbox2.default, {
        key: 'selectallcb',
        name: 'selectallcb',
        value: 'selected',
        disabled: disabled,
        checked: this.props.selectAllSelected,
        onCheck: this.handleCheckAll
      });
      
      var key = 'selectallcb',
      style: {
        width: 24,
        cursor: disabled ? 'not-allowed' : 'inherit'
      },
      checkbox:
      
      var key = 'render',
      value: function render() {
        var _props = this.props,
            className = _props.className,
            style = _props.style;
        var prepareStyles = this.context.muiTheme.prepareStyles;
        var styles = getStyles(this.props, this.context);
        var superHeaderRows = this.createSuperHeaderRows();
        var baseHeaderRow = this.createBaseHeaderRow();
        
        return _react2.default.createElement('thead', {
          className: className,
          style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))
        },
        superHeaderRows, baseHeaderRow);
      }
    },

    var key = 'adjustForCheckbox',
    value: true,
    displaySelectAll: true,
    enableSelectAll: true,
    selectAllSelected: false,
    
    var key = 'TableHeader',
    value: {
      **/*
      * Controls whether or not header rows should be
      * adjusted for a checkbox column. If the select
      * box on a checkbox is true, this property will not influence
      * the number of columns. This is mainly useful for
      * "super header" rows so that the checkbox column
      * does not create an offset that needs to be accounted for manually.
      * 
      * @propType {boolean} default:true
      * @ propName: adjustForCheckbox
      */**
      * @propTypes {default ({})} default:process.env.NODE_ENV !== "production" || {};
      */*
      * Controls whether or not the select all checkbox is displayed.
      */*
      * @propType {boolean} default:true
      * @ propName: displaySelectAll
      */**
      * If set to true, the select all button will be interactive.
      */*
      * If set to false, the button will not be interactive.
      */*
      * @propType {boolean} default:true
      * @ propName: enableSelectAll
      */**
      * Callback when select all has been checked.
      */*
      * @propType {function} default:none
      * @ propName: onCheckAll
      */**
      * True when select all has been checked.
      */*
      * @propType {boolean} default:none
      * @ propName: selectAllSelected
      */**
      * @propType {object} default:{
      *   /**
      *   @propType {object} default:
      *   */**
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require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf); var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _createClass2 = require('babel-runtime/helpers/createClass'); var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _inherits2 = require('babel-runtime/helpers/inherits');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context, state) {
  var tableRow = context.muiTheme.tableRow;

  var cellBgColor = 'inherit';

  if (props.hovered || state.hovered) { cellBgColor = tableRow.hoverColor; } else if (props.selected) { cellBgColor = tableRow.selectedColor; } else if (props.striped) { cellBgColor = tableRow.stripedColor; }

  return {
    root: {
      borderBottom: props.displayBorder && '1px solid ' + tableRow.borderColor,
      color: tableRow.textColor,
      height: tableRow.height
    },
    cell: {
      backgroundColor: cellBgColor
    }
  };
}

var TableRow = function (_Component) {
  (0, _inherits3.default)(TableRow, _Component);

  function TableRow() {
    var _ref;

    (0, _classCallCheck3.default)(this, TableRow);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableRow.__proto__ || (0, _getPrototypeOf2.default)(TableRow)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      hovered: false
    }, _this.onCellClick = function (event, columnIndex) {
      if (_this.props.selectable && _this.props.onCellClick) {
        _this.props.onCellClick(event, _this.props.rowNumber, columnIndex);
      }
    }, _this.onCellHover = function (event, columnIndex) {
      if (_this.props.hoverable) {
        _this.setState({
          hovered: true
        });

        if (_this.props.onCellHover) _this.props.onCellHover(event, _this.props.rowNumber, columnIndex);
      }
    }, _this.onCellHoverExit = function (event, columnIndex) {
      if (_this.props.hoverable) {
        _this.setState({
          hovered: false
        });

        if (_this.props.onCellHoverExit) _this.props.onCellHoverExit(event, _this.props.rowNumber, columnIndex);
      }
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(TableRow, [
    {
      key: 'onRowClick',
      value: function onRowClick(event) {
        if (_this.props.selectable && _this.props.onRowClick) {
          _this.props.onRowClick(event, _this.props.rowNumber, columnIndex);
        }
      }
    },
    {
      key: 'onRowHover',
      value: function onRowHover(event) {
        if (_this.props.onRowHover) {
          _this.props.onRowHover(event, _this.props.rowNumber, columnIndex);
        }
      }
    },
    {
      key: 'onRowHoverExit',
      value: function onRowHoverExit(event) {
        if (_this.props.onRowHoverExit) {
          _this.props.onRowHoverExit(event, _this.props.rowNumber, columnIndex);
        }
      }
    }
  ], (0, _possibleConstructorReturn3.default)(TableRow, [TableRow].concat(args))); return _possibleConstructorReturn3.default(_this, _ret);
}

var style = _props.style;
(_react2.default.isValidElement(child)) {
  return _react2.default.cloneElement(child, {
    columnNumber: columnNumber,
    hoverable: _this2.props.hoverable,
    key: _this2.props.rowNumber + '-' + columnNumber,
    onClick: _this2.onCellClick,
    onHover: _this2.onCellHover,
    onHoverExit: _this2.onCellHoverExit,
    style: (0, _simpleAssign2.default)({}, styles.cell, child.props.style)
  });
}

return _react2.default.createElement('tr', (0, _extends3.default)({
  className: className,
  style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))
}, other), rowColumns);

TableRow.defaultProps = {
  displayBorder: true,
  hoverable: false,
  hovered: false,
  selectable: true,
  striped: false
};
TableRow.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
TableRow.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * Children passed to table row.
   */
  children: _propTypes2.default.node,

  /**
   * The css className of the root element.
   */
  className: _propTypes2.default.string,

  /**
   * Controls whether or not the row border will be displayed for the row.
   * If false, no border will be drawn.
   */
  displayBorder: _propTypes2.default.bool,

  /**
   * Controls whether or not the row responds to hover events.
   * If true, row border will be displayed for the row.
   */
  hoverable: _propTypes2.default.bool,

  /**
   * Number to identify the row. This property is automatically populated
   * when used with the TableBody component.
   */
  rowNumber: _propTypes2.default.number,

  /**
   * Number to identify the row that is no longer hovered.
   */
  onRowHoverExit: _propTypes2.default.func,

  /**
   * Number to identify the row of the row that is no longer hovered.
   */
  onRowHover: _propTypes2.default.func,

  /**
   * Indicates whether or not the row is striped.
   */
  striped: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object
} : {};
exports.default = TableRow;
/**
 * Can be any node or number of nodes.
 */

/**
 * The css class name of the root element.
 */

/**
 * Set this to true for if the `ToolbarGroup` is the first child of `Toolbar`
 * to prevent setting the left gap.
 */

/**
 * Set this to true for if the `ToolbarGroup` is the last child of `Toolbar`
 * to prevent setting the right gap.
 */

/**
 * Override the inline-styles of the root element.
 */

/**
 * The css class name of the root element.
 */

/**
 * Can be any node or number of nodes.
 */

/* *//*
 * Set this to true for if the `ToolbarGroup` is the first child of `Toolbar`
 * to prevent setting the left gap.
 */

/* *//*
 * Set this to true for if the `ToolbarGroup` is the last child of `Toolbar`
 * to prevent setting the right gap.
 */

/* *//*
 * Override the inline-styles of the root element.
 */

/* *//*
 * Use strict for any object defineProperty(exports, "__esModule"),
 */

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context) {
  var _context$muiTheme = context.muiTheme,
      baseTheme = _context$muiTheme.baseTheme,
      toolbar = _context$muiTheme.toolbar;
  return {
    root: {
      backgroundColor: toolbar.separatorColor,
      display: 'block',
      height: baseTheme.spacing.desktopGutterMore,
      marginLeft: baseTheme.spacing.desktopGutter,
      width: 1
    }
  };
}

var ToolbarSeparator = function (_Component) {
  (0, _inherits3.default)(ToolbarSeparator, _Component);

  function ToolbarSeparator() {
    (0, _classCallCheck3.default)(this, ToolbarSeparator);
    return (0, _possibleConstructorReturn3.default)(this, (ToolbarSeparator.__proto__ || (0, _getPrototypeOf2.default)(ToolbarSeparator)).apply(this, arguments));
  }

  (0, _createClass3.default)(ToolbarSeparator, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          className = _props.className,
          style = _props.style,
          other = (0, _objectWithoutProperties3.default)(_props, ['className', 'style']);
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var styles = getStyles(this.props, this.context);
      return _react2.default.createElement('span', (0, _extends3.default)({}, other, {
        className: className,
        style: prepareStyles(styles)
      }));
    }
  }]);
  return ToolbarSeparator;
}(_react.Component);

ToolbarSeparator.muiName = 'ToolbarSeparator';
ToolbarSeparator.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
ToolbarSeparator.propTypes = process.env.NODE_ENV !== 'production' ? {
  /**
   * The css class name of the root element.
   */
  className: _propTypes2.default.string,
  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object
} : {};
exports.default = ToolbarSeparator;
require('babel-runtime/core-js/object/get-prototype-of');

var _interopRequireWildcardDefault = require('babel-runtime/helpers/interopRequireWildcardDefault');

var _createClass = require('babel-runtime/helpers/createClass');

var _classCallCheck = require('babel-runtime/helpers/classCallCheck');

var _possibleConstructorReturn = require('babel-runtime/helpers/possibleConstructorReturn');

var _inherits = require('babel-runtime/helpers/inherits');

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _interopRequireDefault = require('babel-runtime/helpers/interopRequireDefault');

var _simpleAssign = require('simple-assign');

var _react = require('react');

var _propTypes = require('prop-types');

function _interopRequireDefault(obj) {
  return obj &&
  obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context) {
  var _context$muiTheme = context.muiTheme,
      baseTheme = _context$muiTheme.baseTheme,
      toolbar = _context$muiTheme.toolbar;
  return {
    root: {
      paddingRight: baseTheme.spacing.desktopGutterLess,
      lineHeight: toolbar.height + 'px',
      fontSize: toolbar.titleFontSize,
      fontFamily: baseTheme.fontFamily,
      position: 'relative',
      textOverflow: 'ellipsis',
      whiteSpace: 'nowrap',
      overflow: 'hidden'
    }
  };}

var ToolbarTitle = function (_Component) {
  (0, _inherits)(ToolbarTitle, _Component);

  function ToolbarTitle() {
    (0, _classCallCheck)(this, ToolbarTitle);
    return (0, _possibleConstructorReturn)(this, (ToolbarTitle.__proto__ || (0, _getPrototypeOf.default))(ToolbarTitle).apply(this, arguments));
  }

  (0, _createClass)(ToolbarTitle, [
    {
      key: 'render',
      value: function render() {
        var _props = this.props,
            style = _props.style,
            text = _props.text,
            other = (0, _objectWithoutProperties(_props, ['style', 'text']));
        var prepareStyles = this.context.muiTheme.prepareStyles;
        var styles = getStyles(this.props, this.context);
        return _react.createElement('span', (0, _extends)({
          style: prepareStyles((0, _simpleAssign.default)({}, styles.root, style))
        }, other), text);
      }
    }
  ]); return ToolbarTitle;
}(_react.Component);

ToolbarTitle.muiName = 'ToolbarTitle';
ToolbarTitle.contextTypes = {
  muiTheme: _propTypes.default.object.isRequired
};
ToolbarTitle.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * The css class name of the root element.
   */
  className: _propTypes.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes.default.object,

  /**
   * The text to be displayed.
   */
  text: _propTypes.default.node
} : {};

var freeGlobal = require('./_freeGlobal');

var freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;

var freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;

var moduleExports = freeModule && freeModule.exports === freeExports;

var freeProcess = moduleExports && freeGlobal.process;

var nodeUtil = function () {
  try {
    // Use `util.types` for Node.js 10+
    var types = freeModule && freeModule.require && freeModule.require('util').types;
    if (types) {
      return types;
    }
    // Legacy `process.binding('util')` for Node.js < 10
    return freeExports;  // Use `process.binding` only once
  } catch (e) {}
}();

module.exports = nodeUtil;
require('./_baseGet');

/**
 * Gets the value at `path` of `object`. If the resolved value is `undefined`, the
 * `defaultValue` is returned in its place.
 *
 * @param {Object} object The object to query.
 * @param {Array|string} path The path of the property to get.
 * @param {*} [defaultValue] The value returned for `undefined` resolved values.
 * @returns {*} Returns the resolved value.
 */

function get(object, path, defaultValue) {
  var result = object == null ? undefined : baseGet(object, path);
  return result === undefined ? defaultValue : result;
}

module.exports = get;
@param {Function} iteratee The function invoked per iteration.

* @param {Function} keysFunc The function to get the keys of `object`.

* @returns {Object} Returns the keys of `object`.

*/

var Uint8Array = require('./_Uint8Array');
/**
 * Creates an array of `object`'s own and inherited
 * enumerable symbols of `object`.
 *
 * @returns {Array} Returns an array of symbols.
 */

var getSymbols = !nativeGetSymbols ? stubArray : function (object) {
  if (object == null) {
    return [];
  }

  object = Object(object);
  return arrayFilter(nativeGetSymbols(object), function (symbol) {
    return propertyIsEnumerable.call(object, symbol);
  });
};

module.exports = getSymbols;

var baseIndexOf = require('./_baseIndexOf');
/**
 * The base implementation of `_.indexOf` without `fromIndex` bounds checks.
 *
 * @returns {number} Returns the index of the matched value, else `-1`.
 */

function baseIndexOf(array, value, fromIndex) {
  return value === value ? strictIndexOf(array, value, fromIndex) : baseFindIndex(array, baseIsNaN, fromIndex);
}

module.exports = baseIndexOf;
The value to search for.

* @param {Function} comparator The comparator invoked per element.

* @returns {boolean} Returns `true` if `target` is found, else `false`.

*/

function arrayIncludesWith(array, value, comparator) {
  var index = -1,
      length = array == null ? 0 : array.length;

  while (++index < length) {
    if (comparator(value, array[index])) {
      return true;
    }
  }

  return false;
}

module.exports = arrayIncludesWith;

var SetCache = require('./_SetCache'),
    arrayIncludes = require('./_arrayIncludes'),
    arrayIncludesWith = require('./_arrayIncludesWith'),
    arrayMap = require('./_arrayMap'),
    baseUnary = require('./_baseUnary'),
    cacheHas = require('./_cacheHas');
/* Built-in method references for those with the same name as other 'lodash' methods. */

var nativeMin = Math.min;
/**
 * The base implementation of `_.intersection`, without support for iteratee
 * shorthands, that accepts an array of arrays to inspect.
 * @private
 * @param {Array} arrays The arrays to inspect.
 * @param {Function} [iteratee] The iteratee invoked per element.
 * @param {Function} [comparator] The comparator invoked per element.
 * @returns {Array} Returns the new array of shared values.
 */

function baseIntersection(arrays, iteratee, comparator) {
  var includes = comparator ? arrayIncludesWith : arrayIncludes,
      length = arrays[0].length,
      othLength = arrays.length,
      othIndex = othLength,
      caches = Array(othLength),
      maxLength = Infinity,
      result = [];

  while (othIndex--) {
    var array = arrays[othIndex];

    if (othIndex && iteratee) {
      array = arrayMap(array, baseUnary(iteratee));
    }

    maxLength = nativeMin(array.length, maxLength);
    caches[othIndex] = !comparator && (iteratee || length >= 120 && array.length >= 120) ? new SetCache(othIndex) : undefined;
  }

  array = arrays[0];
  var index = -1,
      seen = caches[0];

  outer: while (++index < length && result.length < maxLength) {
    var value = array[index],
        computed = iteratee ? iteratee(value) : value;

    if (computed) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
    value = comparator || value !== 0 ? value : 0;

    if (seen) {
      seen = caches[0];
    }

    if (seen) {
      seen.push(computed);
    }

    var index = -1,
@param {boolean} [retHighest] Specify returning the highest qualified index.
@returns {number} Returns the index at which `value` should be inserted

function baseSortedIndexBy(array, value, iteratee, retHighest) {
  var index = -1, high = array.length,
  array = array || [],
  length = array.length,
  iteratee = iteratee || identity,
  othIsDefined = computed != undefined,
  othIsNull = computed == null;

  while (index < high) {
    var mid = (index + high) / 2,
        computed = iteratee(array[mid]),
        othIsDefined = computed != undefined,
        othIsReflexive = computed == computed,
        othIsNull = computed == null,
        othIsSymbol = isSymbol(computed);

    if (othIsDefined & (retHighest || othIsReflexive))
      index = mid + 1;
    else
      high = mid;
  }

  return index;
}

module.exports = baseSortedIndexBy;
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return types;

    } // Legacy `process.binding('util')` for Node.js < 10.

getDerivedStateFromProps: true,

contextTypes: true,

contextTypeBindings: true,

displayName: true,

getDerivedProps: true,

getNotationsFromProps: true,

getNotationsProps: true,

getTypeProps: true,

getType: true,

getArity: true,

getArgumentsProps: true,

getArguments: true,

getAnonymousProps: true,

getAnonymous: true,

getArityProps: true,

getArity: true,

getArgumentsTypeProps: true,

getArgumentsType: true,

getArityTypeProps: true,

getArityType: true,

getAnonymousTypeProps: true,

getAnonymousType: true,

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getArityPropsTypeTypeTypeTypeTypeTypeTypeType: true,

getAnonymousPropsTypeTypeTypeTypeTypeTypeTypeType: true,

getAnonymousPropsTypeTypeTypeTypeTypeTypeTypeType: true,
IE

var is = isObject(document) &
& isObject(document.createElement);

module.exports = function (it) {
  return is ? document.createElement(it) : {};
};

var has = require('./_has');

module.exports = function (object, names) {
  var O = toObject(object);
  var i = 0;
  var result = [];
  var key;

  for (key in O) {
    if (key != IE_PROTO) has(O, key) &
& result.push(key);
  } // Don't enum bug & hidden keys

  while (names.length > i) {
    if (has(O, key = names[i++])) {

      ~arrayIndexOf(result, key) || result.push(key);
    }
  }

  return result;
};

// fallback for non-array-like ES3

module.exports = Object('z').propertyIsEnumerable(0) ? Object : function (it) {
  return cof(it) == 'String' ? it.split('') : it;
};

// 7.1.15 ToLength

module.exports = function (it) {
  return it > 0 ? min(toInteger(it), 0x1fffffffffffff) : 0;
};

// most Object methods by ES6 should accept primitives

module.exports = {
  "default": require("core-js/library/fn/object/keys"),
  __esModule: true
};

// 19.1.2.9 / 15.2.3.2 Object.getPrototypeOf

module.exports = Object.getPrototypeOf || function (O) {
  O = toObject(O);
  if (has(O, IE_PROTO)) return O[IE_PROTO];

  if (typeof O.constructor == 'function' &
& O instanceof O.constructor) {
    return O.constructor.prototype;
  }

  return O instanceof Object ? ObjectProto : null;
};

module.exports = {
  "default": require("core-js/library/fn/object/define-property"),
  __esModule: true
};
$export($export.P + $export.F * (BUGGY || VALUES_BUG), NAME, methods);

var Skeys = require('./_object-keys-internal');
var hiddenKeys = require('./_enum-bug-keys').concat('length', 'prototype');

var pIE = require('./_object-pie');
var createDesc = require('./_property-descriptor');

var toObject = require('./_to-object');

$export.toPrimitive = require('./_to-primitive');

$export.has = require('./_has');

$export.IE8_DOM_DEFINE = require('./_ie8-dom-define');

$export.gOPD = Object.getOwnPropertyDescriptor;

$export.exports.f = require('./_descriptors') ? gOPD : function getOwnPropertyDescriptor(O, P) {
  O = toObject(O);
  P = toPrimitive(P, true);
  if (IE8_DOM_DEFINE) try {
    return gOPD(O, P);
  } catch (e) {
    /* empty */
  }
  if (has(O, P)) return createDesc(!pIE.f.call(O, P), O[P]);
};

var _toConsumableArray2 = require('babel-runtime/helpers/toConsumableArray');

var _toConsumableArray3 = _interopRequireDefault(_toConsumableArray2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits);

var _toArray2 = require('babel-runtime/helpers/toArray');

var _toArray3 = _interopRequireDefault(_toArray);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _reactDom = require('react-dom');

var _reactDom2 = _interopRequireDefault(_reactDom);

var _TransitionGroup = require('react-transition-group/TransitionGroup');

var _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);

var _dom = require('../utils/dom');

var _dom2 = _interopRequireDefault(_dom);

var _CircleRipple = require('./CircleRipple');

var _CircleRipple2 = _interopRequireDefault(_CircleRipple);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  }
}

// Remove the first element of the array

var shift = function shift(_ref) {
  var _ref2 = (0, _toArray3.default)(_ref),
      newArray = _ref2.slice(1);

  return newArray;
};

var TouchRipple = function (_Component) {
  (0, _inherits3.default)(TouchRipple, _Component);

  function TouchRipple(props, context) {
    (0, _classCallCheck3.default)(this, TouchRipple);

    // Touch start produces a mouse down event for compat reasons. To avoid
    // showing ripples twice we skip showing a ripple for the first mouse down
    // after a touch start. Note we don’t store ignoreNextMouseDown in this.state
    // to avoid re-rendering when we change it.
    var _this = (0, _possibleConstructorReturn3.default)(this, (TouchRipple.__proto__ || (0, _getPrototypeOf2.default)(TouchRipple)).call(this, props, context));

    _this.handleMouseDown = function (event) {
      // only listen to left clicks
      if (event.button === 0) {
        _this.start(event, false);
      }
    };

    _this.handleMouseUp = function () {
      _this.end();
    };

    _this.handleMouseLeave = function () {
      _this.end();
    };

    _this.handleTouchStart = function (event) {
      // If the user is swiping (not just tapping), save the position so we can
      // abort ripples if the user appears to be scrolling.
      if (_this.props.abortOnScroll && event.touches) {
        _this.startListeningForScrollAbort(event);

        _this.startTime = Date.now();
      }
      _this.start(event,
      true);
    };

    _this.handleTouchEnd = function () {
      _this.end();
    };

    _this.handleTouchMove = function (event) {
      // Stop trying to abort if we’re already 300ms into the animation
      var timeSinceStart = Math.abs(Date.now()) - _this.startTime;

      if (timeSinceStart < 300) {
        _this.stopListeningForScrollAbort();
        return;
      }

      if (_this.isRolling) {
        var deltaY = Math.abs(event.touches[0].clientY - _this.firstTouchY);
        var deltaX = Math.abs(event.touches[0].clientX - _this.firstTouchX);
      }
    };
  }

  return TouchRipple;
};

module.exports = TouchRipple;
```javascript
var currentRipples = _this._state.ripples;
function () {
  if (deltaY > 6 "deltaX > 6") {
    var ripple = currentRipples[0];
    // This clone will replace the ripple in ReactTransitionGroup with a
    // version that will disappear immediately when removed from the
    DOM
    var abortedRipple = _react2.default.createElement(ripple, {
      aborted: true
    });
    // Remove the old ripple and replace it with the new updated one
    currentRipples = shift(currentRipples);
    currentRipples = []
      .concat((0, _toConsumableArray3.default)(currentRipples), [abortedRipple]);
  }
  _this.setState({
    ripples: currentRipples
  }, function () {
    // Call end after we've set the ripple to
    // have ripples
    if (hasRipples) {
      var mergedStyles = (0, _simpleAssign2.default)({
        height: '100%',
        width: rippleRadius * 2
      }, rippleStyle);
      // Add a
      // ripple to the ripples array
      ripples = []
        .concat((0, _toConsumableArray3.default)(ripples), [
          _react2.default.createElement(_CircleRipple2.default, {
            key: this.state.nextKey,
            style: this.props.centerRipple ? this.getRippleStyle(event) : {
              color: this.props.color || this.context.muiTheme.color,
              opacity: this.props.opacity,
              touchGenerated: !isRippleTouchGenerated
            }
          })
        ]);
      this.ignoreNextMouseDown = false;
      this.setState({
        hasRipples: true,
        nextKey: this.state.nextKey + 1,
        ripples: ripples
      }, function () {
        var currentRipples = this.state.ripples;
        var abortedRipple = _react2.default.createElement(ripple, {
          aborted: true
        });
        // This clone will replace the ripple in ReactTransitionGroup with a
        // version that will disappear immediately when removed from the
        DOM
        var mergedStyles = (0, _simpleAssign2.default)({
          height: '100%',
          width: '100%',
          position: 'absolute',
          top: 0,
          left: 0,
          overflow: 'hidden',
          pointerEvents: 'none'
        }, rippleStyle);
        // Remove the old ripple and replace it with the new updated one
        currentRipples = shift(currentRipples);
        currentRipples = []
          .concat((0, _toConsumableArray3.default)(currentRipples), [abortedRipple]);
      };
    }
  }, this.props.opacity,
  touchGenerated: isRippleTouchGenerated
});
```

---

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onMouseUp: this.handleMouseUp,
        onMouseDown: this.handleMouseDown,
        onMouseLeave: this.handleMouseLeave,
        onTouchStart: this.handleTouchStart,
        onTouchEnd: this.handleTouchEnd,
        rippleGroup, children):
    return TouchRipple(_react.Component);

TouchRipple.defaultProps = {
  abortOnScroll: true,
  TouchRipple.contextTypes = {
    __propTypes2.default.object.isRequired,
    __TouchRipple propTypes = process.env.NODE_ENV !== 'production' ? {
      abortOnScroll: _propTypes2.default.bool,
      centerRipple: _propTypes2.default.bool,
      children: _propTypes2.default.node,
      color: _propTypes2.default.string,
      opacity: _propTypes2.default.number,
      style: _propTypes2.default.object
    } : {};
  sublicense: require('_/classof'),
  ITERATOR = require('_/_wks')('iterator');
}

var i = require('./_iterators');

module.exports = {
  'default': require('core-js/library/fn/array/from'),
  __esModule: true
};

var classof = require('./_classof');

var ITERATOR = require('./_wks')('iterator');

var Iterators = require('./_iterators');

module.exports = require('./_core').getIteratorMethod = function (it) {
  if (it != undefined) return it[ITERATOR] || it['@@iterator'] ||
  Iterators[classof(it)];
};

// getting tag from 19.1.3.6 Object.prototype.toString()
var cof = require('./_cof');

var TAG = require('./_wks')('toStringTag'); // ES3 wrong here

var ARG = cof(function () {
  return arguments;
}()); // fallback for IE11 Script Access Denied error

var tryGet = function tryGet(it, key) {
  try {
    return it[key];
  } catch (e) {
    /* empty */
  }
}

module.exports = function (it) {
  var O, T, B;
  return it === undefined ? 'Undefined' : it === null ? 'Null' // @@toStringTag case
  : typeof (T = tryGet(O = Object(it), TAG)) == 'string' ? T // builtinTag case
  : ARG ? cof(O) // ES3 arguments fallback
  : (B = cof(O)) == 'Object' && typeof O.callee == 'function' ? 'Arguments' : B;
};

exports.__esModule = true;

var _from = require('core-js/array/from');

var _from2 = _interopRequireDefault(_from);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.default = function (arr) {
  return Array.isArray(arr) ? arr : (0, _from2.default)(arr);
};

'use strict';

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

exports.default = {
  isDescendant: function isDescendant(parent, child) {
    var node = child.parentNode;

    while (node !== null) {
      if (node === parent) return true;
      node = node.parentNode;
    }

    return false;
  },
  offset: function offset(el) {
    var rect = el.getBoundingClientRect();
    return {
      top: rect.top + document.body.scrollTop,
      left: rect.left +
    };
  }
};

'use strict';

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

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _transitions = require('../styles/transitions');

var _transitions2 = _interopRequireDefault(_transitions);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

getStyles(props, context, state) {
  var verticalPosition = props.verticalPosition;
  var horizontalPosition = props.horizontalPosition;
  var touchMarginOffset = props.touch ? touchMarginOffset : -10;
  var offset = verticalPosition === 'bottom' ? '14 + touchMarginOffset : -14 + touchMarginOffset;

  var contextSmuiTheme = context.muiTheme,
  baseTheme = contextSmuiTheme.baseTheme,
  zIndex = contextSmuiTheme.zIndex,
  tooltip = contextSmuiTheme.tooltip,
  borderRadius =

  getStyles(props, context, state) {
    var value = contextSmuiTheme.zIndex;
    var defaultObj = contextSmuiTheme.tooltip;
    var obj = {
      default: obj
    };
    var function
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```javascript
function myFunction() {
  // Code here
}
```

This is a sample code snippet that might be extracted from a document. It includes a function named `myFunction` which seems to be a part of some JavaScript code. The function is defined with an empty body, indicating it might be used for demonstration or placeholder purposes. Without further context, it's hard to determine the exact purpose of this function within its intended application.
/* The css class name of the root element. */

*\n
class: _propTypes2.default.string,

horizontalPosition: _propTypes2.default.oneOf(['left', 'right', 'center']),

label:

_propTypes2.default.node.isRequired,

show: _propTypes2.default.bool,

/* Override the inline-styles of the root element. */

*\n
style: _propTypes2.default.object,

verticalPosition: _propTypes2.default.oneOf(['top', 'bottom'])];

: {};

Object.defineProperty(exports, 'ToolTip', {

  default:

  ToolTip;

/**
  * The css class name of the root element.
  */

  className: _propTypes2.default.string,

  horizontalPosition: _propTypes2.default.oneOf(['left', 'right', 'center'])],

  label: _propTypes2.default.node.isRequired,

  show: _propTypes2.default.bool,

  /**
   * Override the inline-styles of
   * the root element.
   */

  style: _propTypes2.default.object,

  touch: _propTypes2.default.bool,

  verticalPosition: _propTypes2.default.oneOf(['top', 'bottom'])
} : {};

exports.default = ToolTip;
RenderToLayer.prototype || (0, _getPrototypeOf2.default)(RenderToLayer).call.apply(_ref, [this].concat(args)), _this, _this.onClickAway = function (event) { 
  if (event.defaultPrevented) 
    return;
  
  if (!_this.props.componentClickAway) 
    return;
  
  if (!_this.props.open) 
    return;
  
  var el = _this.layer;

  if (event.target !== el && event.target === window || 
    _dom2.default.contains(el, event.target))
    return;

  _this.props.componentClickAway(event);
}, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);

  (0, _createClass3.default)(RenderToLayer, [{
    key: 'componentDidMount',
    value: function 
      componentClickAway: _propTypes2.default.func,
      open: _propTypes2.default.bool.isRequired,
      render: _propTypes2.default.func.isRequired,
      useLayerForClickAway: _propTypes2.default.bool
  } : {});
exports.default = RenderToLayer;

var _Badge = require('./Badge');

var _Badge2 = _interopRequireDefault(_Badge);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.default = _Badge2.default;

var _BottomNavigation2 = require('./BottomNavigation');

var _BottomNavigation3 = _interopRequireDefault(_BottomNavigation2);

var _BottomNavigationItem2 = require('./BottomNavigationItem');

var _BottomNavigationItem3 = _interopRequireDefault(_BottomNavigationItem2);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.BottomNavigationItem = _BottomNavigationItem3.default;
exports.default = _BottomNavigation3.default;
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```javascript

// Use strict;

exports.default = require('./CircularProgress2');

var _CircularProgress2 = _interopRequireDefault(_CircularProgress);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.default = _CircularProgress2.default;

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

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _transitions = require('../styles/transitions');

var _transitions2 = _interopRequireDefault(_transitions);

var _AutoLockScrolling = require('./AutoLockScrolling');

var _AutoLockScrolling2 = _interopRequireDefault(_AutoLockScrolling);

function getStyles(props, context) {
  var overlay = context.muiTheme.overlay;
  var style = {
    root: {
      position: 'fixed',
      height: '100%',
      width: '100%',
      top: 0,
      left: '-100%',
      opacity: 0,
      backgroundColor: overlay.backgroundColor,
      WebkitTapHighlightColor: 'rgba(0, 0, 0, 0)',
      // Remove mobile color flashing (deprecated)
      // Two ways to promote overlay to its own render layer
      // will change: 'opacity', transform: 'translateZ(0)',
      transition: props.transitionEnabled && _transitions2.default.easeOut('0ms', 'left', '400ms') + ', ' + _transitions2.default.easeOut('400ms', 'opacity')
    }
  };

  if (props.show) {
    (0, _simpleAssign2.default)(style.root, {
      left: 0,
      opacity: 1,
      transition: _transitions2.default.easeOut('0ms', 'left') + ', ' + _transitions2.default.easeOut('400ms', 'opacity')
    });
  }

  return style;
}

var Overlay = function (_Component) {
  (0, _inherits3.default)(Overlay, _Component);

  function Overlay() {
    (0, _classCallCheck3.default)(this, Overlay);
    return (0, _possibleConstructorReturn3.default)(this, (Overlay.__proto__ || (0, _getPrototypeOf2.default)(Overlay)).apply(this, arguments));
  }

  (0, _createClass3.default)(Overlay, [
    {
      key: 'setOpacity',
      value: function setOpacity(opacity) {
        this.refs.overlay.style.opacity = opacity;
      }
    },
    {
      key: 'render',
      value: function render() {
        var _props = this.props,
            autoLockScrolling = _props.autoLockScrolling,
            show = _props.show,
            style = _props.style,
            transitionEnabled = _props.transitionEnabled,
            other = (0, _objectWithoutProperties3.default)(_props, ['autoLockScrolling', 'show', 'style', 'transitionEnabled']),
            prepareStyles = this.context.muiTheme.prepareStyles,
            var styles = prepareStyles(this.context.muiTheme.overlay, {root: {position: 'fixed', height: '100%', width: '100%', top: 0, left: '-100%', opacity: 0, backgroundColor: overlay.backgroundColor, WebkitTapHighlightColor: 'rgba(0, 0, 0, 0)'}), // Remove mobile color flashing (deprecated)
            // Two ways to promote overlay to its own render layer
            // will change: 'opacity', transform: 'translateZ(0)',
            transition: props.transitionEnabled && _transitions2.default.easeOut('0ms', 'left', '400ms') + ', ' + _transitions2.default.easeOut('400ms', 'opacity')
        ];

        var Overlay = function (Component) {
          (0, _extends3.default)({}, Overlay, {
            _extends2({}, _extends2({}, Overlay, {key: 'autoLockScrolling'}))
          });
          return Overlay;
        }

        Overlay.defaultProps = {
          autoLockScrolling: true,
          style: {},
          transitionEnabled: true,
          _react: componentProps
        };

        Overlay.contextTypes = {
          muiTheme: _propTypes2.default.object.isRequired
        };

        Overlay.propTypes = process.env.NODE_ENV !== "production" ? _propTypes2.default : undefined;

        return Overlay;
      }
    }
  ]);}

Overlay.defaultProps = {
  autoLockScrolling: true,
  style: {},
  transitionEnabled: true
};
Overlay.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
Overlay.propTypes = process.env.NODE_ENV !== "production" ? _propTypes2.default : undefined;
```
Override the inline-styles of the root element.

```javascript
/* style: _propTypes2.default.object,
 transitionEnabled:
 _propTypes2.default.bool */
exports.default = Overlay;

"use strict";

Object.defineProperty(exports, "__esModule", {
  value: true
});
exports.default = undefined;

var _Drawer = require('./Drawer');

var _Drawer2 = _interopRequireDefault(_Drawer);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.default = _Drawer2.default;

var _FloatingActionButton = require('./FloatingActionButton');

var _FloatingActionButton2 = _interopRequireDefault(_FloatingActionButton);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.default = _FloatingActionButton2.default;

var _GridList2 = require('./GridList');

var _GridList3 = _interopRequireDefault(_GridList2);

var _GridTile2 = require('./GridTile');

var _GridTile3 = _interopRequireDefault(_GridTile2);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.default = _GridList3.default;

var _defineProperty = require("../core-js/object/define-property");

var _defineProperty2 = _interopRequireDefault(_defineProperty);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.default = function (obj, key, value) {
  if (key in obj)
  {
    (0, _defineProperty2.default)(obj, key, {
      value: value,
      enumerable: true,
      configurable: true,
      writable: true
    });
  } else {
    obj[key] = value;
  }
};

var _IconMenu2 = require('./IconMenu');

var _IconMenu3 = _interopRequireDefault(_IconMenu2);

var _MenuItem2 = require('../MenuItem/MenuItem');

var _MenuItem3 = _interopRequireDefault(_MenuItem2);

function _interopRequireDefault(obj) {
  return obj &&
  obj.__esModule ? obj : {
    default: obj
  };
}

exports.IconMenu = _IconMenu3.default;
exports.MenuItem = _MenuItem3.default;
exports.default = _IconMenu3.default;
```

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obj.__esModule ? obj : {
    default: obj
};

varMuiThemeProvider = function (_Component) {
    (0,
    _inherits3.default)(MuiThemeProvider, _Component);

    function MuiThemeProvider() {
        (0,
        _classCallCheck3.default)(this, MuiThemeProvider);
        return (0, _possibleConstructorReturn3.default)(this, MuiThemeProvider.apply(this, arguments));
    }

    (0, _createClass3.default)(MuiThemeProvider, [
        {
            key: 'getMuiTheme',
            value: function getMuiTheme() {
                return (0, _extends3.default)(_extends3({}, this.propsMuiTheme || (0, _getMuiTheme2.default)()),
                    this.propsMuiThemeProvider.childContextTypes = {
                        muiTheme: _propTypes2.default.object.isRequired
                    });
            }
        }, {
            key: 'render',
            value: function render() {
                return this.props.children;
            }
        }
    ]);
    return MuiThemeProvider;
}(_react.Component);

MuiThemeProvider.propTypes = process.env.NODE_ENV !== "production" ? {
    children: _propTypes2.default.element,
    muiTheme: _propTypes2.default.object
} : {};
exports.default = MuiThemeProvider;

function prefixValue(plugins, property, value, style, metaData) {
    for (var i = 0, len = plugins.length; i < len; ++i) {
        var processedValue = plugins[i](property, value, style, metaData);
        if (processedValue) {
            return processedValue;
        }
    }
}

module.exports = exports.default;

function addIfNew(list, value) {
    if (list.indexOf(value) === -1) {
        list.push(value);
    }
}

function addNewValuesOnly(list, values) {
    if (Array.isArray(values)) {
        for (var i = 0, len = values.length; i < len; ++i) {
            addIfNew(list, values[i]);
        }
    } else {
        addIfNew(list, values);
    }
}

module.exports = exports.default;

function isObject(value) {
    return value instanceof Object && !Array.isArray(value);
}

module.exports = exports.default;

function hyphenateProperty(property) {
    return (0, _hyphenateStyleName2.default)(property);
}

module.exports = exports.default;
function Step(_Component) {
  (0, _inherits3.default)(Step, _Component);
  
  function Step() {
    var _ref3;
    return _ref3 || (0, _classCallCheck3.default)(this, Step);
  }
  
  var _temp, _this, _ret;
  (0, _classCallCheck3.default)(this, Step);
  
  for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
    args[_key] = arguments[_key];
  }

  return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, Step)).call.apply(_ref3, [this].concat(args)), _this), _this.renderChild = function (child) {
    var _this$props = _this.props,
        active = _this$props.active,
        completed = _this$props.completed,
        disabled = _this$props.disabled,
        index = _this$props.index,
        last = _this$props.last,
        icon = index + 1;
    return _react2.default.cloneElement(child, {
      active: active,
      completed: completed,
      disabled: disabled,
      icon: icon,
      last: last,
      children: children,
    });
  }, _temp, (0, _possibleConstructorReturn3.default)(_this, _ret);

  (0, _createClass3.default)(Step, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          active = _props.active,
          completed = _props.completed,
          disabled = _props.disabled,
          index = _props.index,
          last = _props.last,
          children = _props.children,
          style = _props.style,
          other = (0, _objectWithoutProperties3.default)(_props, ['active', 'completed', 'disabled', 'index', 'last', 'children', 'style']);
      var准备样式 = this.context.muiTheme.prepareStyles;
      var styles = getStyles(this.props, this.context);
      return _react2.default.createElement('div', {
        style: prepareStyles((0, _simpleAssign2.default)({
          active: active,
          completed: completed,
          disabled: disabled,
          icon: icon,
          last: last,
          children: children,
          style: style,
        }, other)
      }, _react2.default.Children.map(children, this.renderChild));
    }
  }]);
  return Step;
}(_react.Component);

Step.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired,
  stepper: _propTypes2.default.object
};
Step.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * Sets the step as active. Is passed to child components.
   */
  active: _propTypes2.default.bool,

  /**
   * Should be `Step` sub-components such as `StepLabel`.
   */
  children: _propTypes2.default.node,

  /**
   * Mark the step as completed. Is passed to child components.
   */
  completed: _propTypes2.default.bool,

  /**
   * Mark the step as disabled, will also disable the button if
   * `StepButton` is a child of `Step`. Is passed to child
   * components.
   */
  disabled: _propTypes2.default.bool,

  /**
   * @ignore
   * Used internally for numbering.
   */
  index: _propTypes2.default.number,

  /**
   * @ignore
   */
  last: _propTypes2.default.bool,

  /**
   * Override the inline-style of the root element.
   */
  style: _propTypes2.default.object
} : {};
exports.default = Step;
var hovered = state.hovered;
var styles = {
  root: {
    padding: 0,
    backgroundColor: hovered ? hoverBackgroundColor : backgroundColor,
    transition: 
      transitions2.default.easeOut
  }
};

var StepButton = function (_Component) {
  (0, _inherits3.default)(StepButton, _Component);

  function StepButton() {
    var _ref;

    var _temp, _this,
        _ret;

    (0, _classCallCheck3.default)(this, StepButton);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp
      = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = StepButton.__proto__ || (0,
        _getPrototypeOf2.default)(StepButton)).call.apply(_ref, 
          [this].concat(args))), _this), _this.state = {
        hovered: false
      }, _this.handleMouseEnter = function (event) {
        var onMouseEnter = _this.props.onMouseEnter;
        // Cancel hover styles for touch devices

        if (!_this.state.touched) {
          _this.setState({
            hovered: true
          });
        }

        if (typeof onMouseEnter === 'function') {
          onMouseEnter(event);
        }
      }, _this.handleMouseLeave = function (event) {
        var onMouseLeave = _this.props.onMouseLeave;

        _this.setState({
          hovered: false
        });

        if (typeof onMouseLeave === 'function') {
          onMouseLeave(event);
        }
      }, _this.handleTouchStart = function (event) {
        var onTouchStart = _this.props.onTouchStart;

        if (!_this.state.touched) {
          _this.setState({
            touched: true
          });
        }

        if (typeof onTouchStart === 'function') {
          onTouchStart(event);
        }
      }, _this.props = props, _this.children = props.children,
      _this.completed = props.completed,
      _this.disabled = props.disabled,
      _this.icon = props.icon,
      _this.iconContainerStyle = props.iconContainerStyle,
      _this.last = props.last,
      _this.onMouseEnter = props.onMouseEnter,
      _this.onMouseLeave = props.onMouseLeave,
      _this.onTouchStart = props.onTouchStart,
      _this.style = props.style,
      _this.other = (0, _objectWithoutProperties3.default)(props, [
        'active', 'children', 'completed', 'disabled', 'icon', 'iconContainerStyle', 'last', 'onMouseEnter', 'onMouseLeave', 'onTouchStart', 'style']);

    var child = isLabel(children) ? children : _react2.default.createElement(_StepLabel2.default, null, children);

    return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({
      disabled: disabled,
      style: (0, _simpleAssign2.default)(styles.root, style),
      onMouseEnter: this.handleMouseEnter,
      onMouseLeave: this.handleMouseLeave,
      onTouchStart: this.handleTouchStart
    }, other), _react2.default.createElement(_WrappedChild2.default, null, child), _react2.default.default.createElement(child, {
      active: active,
      completed: completed,
      disabled: disabled,
      icon: icon,
      iconContainerStyle: iconContainerStyle
    }));
  }

  (0, _createClass3.default)(StepButton, tf);

  return StepButton;
}(_react.Component);

StepButton.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired,
  stepper: _propTypes2.default.object
};

StepButton.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * Passed from `Step` Is passed to StepLabel.
   */
  active: _propTypes2.default.bool,

  /**
   * Can be a `StepLabel` or a node to place inside `StepLabel` as children.
   */
  children: _propTypes2.default.node,

  /**
   * Sets completed styling. Is passed to StepLabel.
   */
  completed: _propTypes2.default.bool,

  /**
   * Disables the button and sets disabled styling. Is passed to StepLabel.
   */
  disabled: _propTypes2.default.bool,

  /**
   * The icon displayed by the step label.
   */
  icon: _propTypes2.default.node,

  /**
   * Override the inline-styles of the icon container element.
   */
  iconContainerStyle: _propTypes2.default.object
} : {};

exports.default = StepButton;
`_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');`;

`_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);`;

`var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');`;

`var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);`;

`var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');`;

`var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);`;

`var _createClass2 = require('babel-runtime/helpers/createClass');`;

`var _createClass3 = _interopRequireDefault(_createClass2);`;

`var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');`;

`var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);`;

`var _inherits2 = require('babel-runtime/helpers/inherits');`;

`var _inherits3 = _interopRequireDefault(_inherits2);`;

`var _simpleAssign = require('simple-assign');`;

`var _simpleAssign2 = _interopRequireDefault(_simpleAssign);`;

`var _react = require('react');`;

`var _react2 = _interopRequireDefault(_react);`;

`var _propTypes = require('prop-types');`;

`var _propTypes2 = _interopRequireDefault(_propTypes);`;

`var _ExpandTransition = require('../internal/ExpandTransition');`;

`var _ExpandTransition2 = _interopRequireDefault(_ExpandTransition);`;

`var _warning = require('warning');`;

`var _warning2 = _interopRequireDefault(_warning);`;

```javascript
function _interopRequireDefault(obj) {
  return obj && obj.__esModule ?
    obj : {
      default: obj
    };
}

function ExpandTransition(props) {
  return _react2.default.createElement(_ExpandTransition2.default, props);
}

var getStyles = function getStyles(props, context) {
  var styles = {
    root: {
      marginTop: -14,
      marginLeft: 14 + 11,
      // padding + 1/2 icon
      paddingLeft: 24 - 11 + 8,
      paddingRight: 16,
      overflow: 'hidden'
    }
  };

  if (!props.last) {
    styles.root.borderLeft = '1px solid ' + context.muiTheme.stepper.connectorLineColor;
  }

  return styles;
};

var StepContent = function (_Component) {
  (0, _inherits3.default)(StepContent, _Component);

  function StepContent() {
    (0, _classCallCheck3.default)(this, StepContent);
    return (0, _possibleConstructorReturn3.default)(this, (StepContent.__proto__ || (0, _getPrototypeOf2.default)(StepContent)).apply(this, arguments));
  }

  (0, _createClass3.default)(StepContent, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          active = _props.active,
          children = _props.children,
          completed = _props.completed,
          last = _props.last,
          style = _props.style,
          transition = _props.transition,
          transitionDuration = _props.transitionDuration,
          other = (0, _objectWithoutProperties3.default)(_props, ['active', 'children', 'completed', 'last', 'style', 'transition', 'transitionDuration']);
      var _context = this.context,
          stepper = _context.stepper,
          prepareStyles = _context.muiTheme.prepareStyles;

      if (stepper.orientation !== 'vertical') {
        process.env.NODE_ENV !== 'production' ? (0, _warning2.default)(false, 'Material-UI: <StepContent /> is only designed for use with the vertical stepper.') : void 0;
        return null;
      }

      var styles = getStyles(this.props, this.context);
      var transitionProps = {
        enterDelay: transitionDuration,
        transitionDuration: transitionDuration,
        open: active
      };
      return _react2.default.createElement('div', (0, _extends3.default)({
        style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))
      }, other), _react2.default.createElement(transition, transitionProps,
        _react2.default.createElement('div', {
          style: {
            overflow: 'hidden'
          }
        }, children)));
    }
  }]);
  return StepContent;
}(_react.Component);

StepContent.defaultProps = {
  transition: ExpandTransition,
  transitionDuration: 450
};

StepContent.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired,
  stepper: _propTypes2.default.object
};

StepContent.propTypes = process.env.NODE_ENV !== 'production' ? {
  /**
   * Expands the content
   */
  active: _propTypes2.default.bool,

  /**
   * Step content
   */
  children: _propTypes2.default.node,

  /**
   * @ignore
   */
  completed: _propTypes2.default.bool,

  /**
   * @ignore
   */
  last: _propTypes2.default.bool,

  /**
   * Override the inline-style of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * ReactTransitionGroup component.
   */
  transition: _propTypes2.default.object,

  /**
   * Adjust the duration of the content expand transition. Passed as a prop to the transition component.
   */
  transitionDuration: _propTypes2.default.number
} : {};
exports.default = StepContent;`
var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _createClass2 = require('babel-runtime/helpers/createClass');

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _inherits2 = require('babel-runtime/helpers/inherits');

var _SimpleAssign = require('simple-assign');

var _SimpleAssign2 = _interopRequireDefault(_SimpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _StepConnector = require('./StepConnector');

var _StepConnector2 = _interopRequireDefault(_StepConnector);

var getStyles = function getStyles(props) {
  var orientation = props.orientation;
  return {
    root: {
      display: 'flex',
      flexDirection: orientation === 'horizontal' ? 'row' : 'column',
      alignItems: orientation === 'horizontal' ? 'center' : 'stretch',
      justifyContent: 'space-between',
      alignContent: 'center',
    }
  };
};

var Stepper = function (_Component) {
  (0, _inherits2.default)(Stepper, _Component);

  function Stepper() {
    (0, _classCallCheck2.default)(this, Stepper);
    return (0, _possibleConstructorReturn2.default)(this, (Stepper.__proto__ || (0, _getPrototypeOf2.default)(Stepper)).apply(this, arguments));
  }

  (0, _createClass2.default)(Stepper, [{
    key: 'getChildContext',
    value: function getChildContext() {
      var orientation = this.props.orientation;
      return {
        stepper: {
          orientation: orientation
        }
      };
    }
  }, {
    key: 'render',
    value: function render() {
      var _props = this.props,
          activeStep = _props.activeStep,
          children = _props.children,
          connector = _props.connector,
          linear = _props.linear,
          style = _props.style;
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var styles = getStyles(this.props, this.context);
      /**
       * One day, we may be able to use real CSS tools
       * For now, we need to create our own "pseudo" elements
       * and nth child selectors, etc.
       * That's what some of this garbage is for :) in
       * react.Children.count(children);
       * var steps = react.Children.map(children, function (step, index) {
       *   return [index > 0 && connector, react.cloneElement(step, {index})];
       * });
       * return Stepper.defaultProps.style
       */
      if (!activeStep || index < 0) {
        return null;
      }
      if (index + 1 === numChildren) {
        controlProps.index = index + 1;
        if (linear && activeStep > index) {
          controlProps.disabled = true;
        } else if (linear && activeStep < index) {
          controlProps.disabled = true;
        } else if (linear && activeStep === index) {
          controlProps.completed = true;
        }
      }
      return Stepper.defaultProps.style
        ? prepareStyles((0, _SimpleAssign2.default)(styles.root, style))
        : styles.root;
    }
  }]);
  return Stepper;
}(_react.Component);

Stepper.defaultProps = {
  connector: _react2.default.createElement(_StepConnector2.default, null),
  orientation: 'horizontal',
  linear: true
};
Stepper.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
Stepper.childContextTypes = {
  stepper: _propTypes2.default.object.isRequired
};
Stepper.propTypes = process.env.NODE_ENV !== "production" ? {
  activeStep: _propTypes2.default.number,
  children: _propTypes2.default.node,
  connector: _propTypes2.default.node,
  direction: _propTypes2.default.string,
  linear: _propTypes2.default.bool
} : {};

module.exports = Stepper;
function ClockPointer() {
  _react2.default.createElement('div', {
        style: prepareStyles(styles.mark)
      }));
    }
  }
};

ClockPointer.defaultProps = {
  hasSelected: false,
  value: null,
  type: ...
};
ClockPointer.contextTypes = {
  muiTheme: ...
};

export default ClockPointer;

Object.defineProperty(exports, "__esModule", {
  value: true
});
exports.default = exports.Toolbar;
exports.ToolbarGroup = exports.ToolbarSeparator = exports.ToolbarTitle = undefined;

var _Toolbar = require('./Toolbar');

var _ToolbarGroup = require('./ToolbarGroup');

var _ToolbarSeparator = require('./ToolbarSeparator');

var _ToolbarTitle = require('./ToolbarTitle');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.Toolbar = _Toolbar.default;
exports.ToolbarGroup = _ToolbarGroup.default;
exports.ToolbarSeparator = _ToolbarSeparator.default;
exports.ToolbarTitle = _ToolbarTitle.default;
exports.default = _Toolbar.default;

var apply = require('./_apply');

var nativeMax = Math.max;
/**
 * A specialized version of `baseRest` which transforms the rest array.
 *
 * @private
 * @param {Function} func The function to apply a rest parameter to.
 * @param {number} [start=func.length-1] The start position of the rest parameter.
 * @param {Function} transform The rest array transform.
 * @returns {Function} Returns the new function.
 */

function overRest(func, start, transform) {
  start = nativeMax(start === undefined ? func.length - 1 : start, 0);
  return function () {
    var args = arguments,
        index = -1,
        length = nativeMax(args.length - start, 0),
        array = Array(length);

    while (++index < length) {
      array[index] = args[start + index];
    }

    index = -1;
    var otherArgs = Array(start + 1);

    while (++index < start) {
      otherArgs[index] = args[index];
    }

    otherArgs[start] = transform(array);

    return apply(func, this, otherArgs);
  };
}

module.exports = overRest;
array-like `value`.

```javascript
function arrayLikeKeys(value, inherited) {
  var isArr = isArray(value),
      isArg = isArguments(value),
      isBuff = !isArr && !isArg && isBuffer(value),
      isType = !isArr && !isArg && !isBuff && isTypedArray(value),
      skipIndexes = !isArr || !isBuff || !isType,
      result = skipIndexes ? baseTimes(value.length, String) : [],

  // Node.js 0.10 has enumerable non-index properties on buffers.
  if (isBuff && (key == 'offset' || key == 'parent'))
  { // Safari 9 has enumerable `arguments.length` in strict mode:
    key = 'length';
  }

  for (var key in value) {
    if ((inherited || hasOwnProperty.call(value, key)) && !(skipIndexes && // Safari 9 has enumerable `arguments.length` in strict mode:
      key == length)) {
      result.push(key);
    }
  }

  return result;
}
```

```javascript
function baseTimes(n, iteratee) {
  var index = -1,
      result = Array(n);

  while (++index < n) {
    result[index] = iteratee(index);
  }

  return result;
}
```

```javascript
var copyObject = require('./_copyObject'),
    createAssigner = require('./_createAssigner'),
    keysIn = require('./keysIn');

function assignIn(object, sources) {
  copyObject(sources, keysIn(sources), object);
}
```

```javascript
function assignInWith(object, sources, customizer) {
  copyObject(sources, keysIn(sources), object, customizer);
}
```

```javascript
function baseAt(object, paths) {
  var index = -1,
      length = paths.length,
      result = Array(length),
      skip = object == null;

  while (++index < length) {
    result[index] = skip ? undefined : get(object, paths[index]);
  }

  return result;
}
```

### Open Source Used in MSX SD-Branch Service Pack 4.0.0

1234

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**Open Source Used in MSX SD-Branch Service Pack 4.0.0**

1234
var copyObject = require('./_copyObject'),
    keys = require('./keys');

var baseAssignValue = require('./_baseAssignValue'),
    eq = require('./eq');

function assignMergeValue(object, key, value) {
  if (value !== undefined && !eq(object[key], value) || value === undefined && !(key in object)) {
    baseAssignValue(object, key, value);
  }
}

module.exports = assignMergeValue;

function createBaseFor(fromRight) {
  return function (object, iteratee, keysFunc) {
    var index = -1,
        iterable = Object(object),
        props = keysFunc(object),
        length = props.length;

    while (length--) {
      var key = props[fromRight ? length : ++index];

      if (iteratee(iterable[key], key, iterable) === false) {
        break;
      }
    }

    return object;
  }
}

module.exports = createBaseFor;

var cloneBuffer = require('./_cloneBuffer');

function cloneBuffer(buffer, isDeep) {
  if (isDeep) {
    return buffer.slice();
  }

  var length = buffer.length,
      result = allocUnsafe ? allocUnsafe(length) : new buffer.constructor(length);

  buffer.copy(result);
  return result;
}

module.exports = cloneBuffer;

var cloneArrayBuffer = require('./_cloneArrayBuffer');

function cloneArrayBuffer(typedArray, isDeep) {
  var buffer = isDeep ? cloneArrayBuffer(typedArray.buffer) : typedArray.buffer;
  return new typedArray.constructor(buffer, typedArray.byteOffset, typedArray.length);
}

module.exports = cloneArrayBuffer;

var Uint8Array = root.Uint8Array;
module.exports = Uint8Array;

var baseCreate = require('./_baseCreate'),
    getPrototype = require('./_getPrototype'),
    isObjectLike = require('./isObjectLike');

function initCloneObject(object) {
  return typeof object.constructor == 'function' && !isObjectLike(object) ? baseCreate(getPrototype(object), getPrototypeOf(object)) : {};
}

var root = require('./_root');

function baseGetTag(object, key, value) {
  switch (typeof value) {
    case 'number':
      return value == +value ? (isFinite(value) ? ('number' : ' fraction') : '琐') : '琐';
    case 'boolean':
      return '琐';
    case 'function':
      return object ? (typeof object.method == 'function' ? '函数' : '函数') : '函数';
    case 'array':
      return '数组';
    case 'object':
      return object ? (typeof object.method == 'function' ? '函数' : '函数') : '函数';
    default:
      return '琐';
  }
}

module.exports = baseGetTag;
Function `isPlainObject(value)`:

```javascript
function isPlainObject(value) {
  if (value && typeof value == 'object') {
    if (value.nodeType || baseGetTag(value) != objectTag) {
      return false;
    }

    var proto = getPrototype(value);

    if (proto === null) {
      return true;
    }

    var Ctor = hasOwnProperty.call(proto, 'constructor') && proto.constructor;
    return typeof Ctor == 'function' && Ctor instanceof Ctor &&
    funcToString.call(Ctor) == objectCtorString;
  }

  return false;
}
```

This method is like `_.isObject` except that it accepts `null` as a value. If the `value` parameter is `null`, the method returns `true`. Otherwise, it checks whether the `value` is an object and returns `false` if it is not.

The `getPrototype` function is used to get the prototype of the `value` object. If the prototype is `null`, the method returns `true`. Otherwise, it checks if the prototype is an object and if it is a constructor function.

The `funcToString` function is used to get the string representation of the constructor function.

---

Function `safeGet(object, key)`:

```javascript
function safeGet(object, key) {
  if (key == '__proto__') {
    return undefined;
  }

  return object[key];
}
```

The `safeGet` function is used to safely get a property from an object. If the key is `__proto__`, it returns `undefined`. Otherwise, it returns the value of the property with the given key.

---

Function `mergeWith(object, sources, customizer)`:

```javascript
var mergeWith = createAssigner(function (object, source, srcIndex, customizer) {
  baseMerge(object, source, srcIndex, customizer);
});
```

The `mergeWith` function is used to merge the `sources` into the `object`. The `customizer` function is called with six arguments: `objValue`, `srcValue`, `key`, `object`, `source`, and `stack`. If the `customizer` function returns `undefined`, the `mergeWith` function handles the merging instead.

---

Function `toPairs(object)`:

```javascript
var toPairs = createToPairs(keys);
module.exports = toPairs;
```

The `toPairs` function creates an array of own enumerable string keyed-value pairs for the `object` which can be consumed by `_.fromPairs`. It returns the key-value pairs associated with the properties of the `object`.

---

Function `createToPairs(keysFunc)`:

```javascript
function createToPairs(keysFunc) {
  return function (object) {
    var tag = getTag(object);

    if (tag == mapTag) {
      return mapToArray(object);
    }

    if (tag == setTag) {
      return setToPairs(object);
    }

    return baseToPairs(object, keysFunc(object));
  };
}
```

The `createToPairs` function is used to create a function that takes an object and returns its key-value pairs.

---

Function `getNative`:

```javascript
var getNative = require('./_getNative'),
    root = require('./_root');
```

The `getNative` function is used to get the native function associated with a given value. It returns the native function if available, otherwise it returns the default value.

---

Function `Set`:

```javascript
var Set = getNative(root, 'Set');
module.exports = Set;
```

The `Set` function is used to create a new set object. It returns a new set object.

---

Function `mapToArray(map)`:

```javascript
var mapToArray = function (map) {
  var index = -1,
      result = Array(map.size);
  map.forEach(function (value, key) {
    result[++index] = [key, value];
  });
  return result;
}
```

The `mapToArray` function is used to convert a map object to an array of key-value pairs.

---

Function `toPairsIn(object)`:

```javascript
var toPairsIn = createToPairs(keysIn);
module.exports = toPairsIn;
```

The `toPairsIn` function is used to create an array of own and inherited enumerable string key-value pairs for the `object` which can be consumed by `_.fromPairs`. If the `object` is a map or set, its key-value pairs are returned.

---

Function `getPrototypeOf(value)`:

```javascript
var getPrototypeOf = function (value) {
  return value && getPrototype(value);
}
```

The `getPrototypeOf` function is used to get the prototype of the `value` object. It returns the prototype of the `value` object.

---

Function `funcToString`:

```javascript
var funcToString = Object.prototype.toString;
```

The `funcToString` function is used to get the string representation of a function.
collection to inspect.

```javascript
function baseFindKey(collection, predicate, eachFunc) {
  var result;
  eachFunc(collection, function (value, key, collection) {
    if (predicate(value, key, collection)) {
      result = key;
      return false;
    }
  });
  return result;
}
```

```javascript
function baseIsEqualDeep(value, other, bitmask, customizer, stack) {
  if (value === other) {
    return true;
  }

  if (value == null || other == null || !isObjectLike(value) && !isObjectLike(other)) {
    return value !== value && other !== other;
  }

  return baseIsEqualDeep(value, other, bitmask, customizer, baseIsEqual, stack);
}
```

```javascript
function getAllKeys(object) {
  return baseGetAllKeys(object, keys, getSymbols);
}
```

```javascript
function baseGetAllKeys(object, keysFunc, symbolsFunc) {
  var result = [];
  var cacheHas = require('./_cacheHas');
  var SetCache = require('./_SetCache');

  var isPartial = bitmask & COMPARE_PARTIAL_FLAG,
  arrLength = array.length,
  othLength = other.length;

  if (arrLength != othLength && !(isPartial && othLength > arrLength)) {
    return false;
  }

  var seen = bitmask & COMPARE_UNORDERED_FLAG ? new SetCache() : undefined;

  while (++index < arrLength) {
    var arrValue = array[index],
        othValue = other[index];

    if (customizer) {
      var compared = isPartial ? customizer(othValue, arrValue, index, other, array, stack) : customizer(arrValue, othValue, index, other, array, stack);
    }

    if (compared !== undefined) {
      if (compared) {
        continue;
      }
      result = false;
      break;
    }
  }

  return result;
}
```

```javascript
function arrayPush(array, value) {
  array.push(value);
  return array;
}
```

```javascript
function ModuleExports.exports(baseFindKey, require) {
  var baseIsEqualDeep = require('./_baseIsEqualDeep');

  isObjectLike = require('./isObjectLike');

  function baseFindKey(collection, predicate, eachFunc) {
    var result;
    eachFunc(collection, function (value, key, collection) {
      if (predicate(value, key, collection)) {
        result = key;
        return false;
      }
    });
    return result;
  }

  function baseIsEqualDeep(value, other, bitmask, customizer, stack) {
    if (value === other) {
      return true;
    }

    if (value == null || other == null || !isObjectLike(value) && !isObjectLike(other)) {
      return value !== value && other !== other;
    }

    return baseIsEqualDeep(value, other, bitmask, customizer, baseIsEqual, stack);
  }

  function getAllKeys(object) {
    return baseGetAllKeys(object, keys, getSymbols);
  }

  function baseGetAllKeys(object, keysFunc, symbolsFunc) {
    var result = [];
    var cacheHas = require('./_cacheHas');
    var SetCache = require('./_SetCache');

    var isPartial = bitmask & COMPARE_PARTIAL_FLAG,
    arrLength = array.length,
    othLength = other.length;

    if (arrLength != othLength && !(isPartial && othLength > arrLength)) {
      return false;
    }

    var seen = bitmask & COMPARE_UNORDERED_FLAG ? new SetCache() : undefined;

    while (++index < arrLength) {
      var arrValue = array[index],
          othValue = other[index];

      if (customizer) {
        var compared = isPartial ? customizer(othValue, arrValue, index, other, array, stack) : customizer(arrValue, othValue, index, other, array, stack);
      }

      if (compared !== undefined) {
        if (compared) {
          continue;
        }
        result = false;
        break;
      }
    }

    return result;
  }

  function arrayPush(array, value) {
    array.push(value);
    return array;
  }
}
```
keysFunc(object);
return isArray(object) ? result : arrayPush(result, symbolsFunc(object));
}

module.exports = baseGetAllKeys;

/**
 * This method returns a new empty array.
 * @static
 * @memberOf _
 * @since 4.13.0
 * @category Util
 * @returns {Array} Returns the new empty array.
 */

var arrayPush = function (array, value) {
  array || (array = []);
  if (isArray(value) || isArguments(value)) {
    array.push.apply(array, value);
  } else {
    array.push(value);
  }
  return array;

module.exports = arrayPush;

/**
 * Checks if `value` is suitable for strict equality comparisons, i.e. `===`.
 * @private
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is suitable for strict
 * equality comparisons, else `false`.
 */

function isEqualTo(value) {
  return value === value;
}

module.exports = isEqualTo;

})();
The object to query.

@function parent

@param {Array} path

* @returns {Object} Returns

The function invoked per iteration.

@returns {Array} Returns `array`. Returns the array of `_.valuesIn`.

@returns {Object} Returns the new object.

@returns {Function} Returns `_.pickBy`.

@returns {Function} Returns `_.basePickBy`.

@returns {Object} Returns the updated value.

@returns {Object} Returns the array of property values.

@returns {Object} Returns the object to query.

@returns {Object} Returns the array of property values.

@returns {Object} Returns the object to query.

@returns {Object} Returns the array of property values.

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@returns {Object} Returns the array of property values.

@returns {Object} Returns the object to query.
```javascript
function head(array) {
  return array && array.length ? array[0] : undefined;
}

module.exports = head;

var basePullAll = require('./_basePullAll');
/**
 * This method is like `_.pull` except that it accepts an array of values to remove.
 * Note: Unlike `difference`, this method mutates `array`

 * @static
 * @memberOf _
 * @since 4.0.0
 * @category Array
 * @param {Array} array The array to modify.
 * @param {Array} values The values to remove.
 * @returns {Array} Returns the modified array.
 * @example
 *
 * var array = ['a', 'b', 'c', 'a', 'b', 'c'];
 * var values = ['a', 'c'];
 * console.log(_.pullAll(array, values));
 * // => ['b', 'b']
 */

function pullAll(array, values) {
  return array && array.length && values && values.length ? basePullAll(array, values) : array;
}

module.exports = pullAll;

var baseUnset = require('./_baseUnset'),
    isIndex = require('./_isIndex');
/**
 * The base implementation of `_.pullAt` without support for individual `index`
 * values or capturing the removed elements.
 *
 * @private
 * @param {Array} array The array to modify.
 * @param {number[]} indexes The indexes of elements to remove.
 * @returns {Array} Returns the modified array.
 */

function basePullAt(array, indexes) {
  var length = array ? indexes.length : 0,
      lastIndex = length - 1,
      result = [],
      index = -1;

  while (++index < length) {
    var index = indexes[index];

    if (index === lastIndex || index !== previous) {
      var previous = index;

      if (isIndex(index)) {
        array.splice.call(array, index, 1);
      } else {
        baseUnset(array, index);
      }
    }
  }

  return array;
}

module.exports = basePullAt;

var eq = require('./eq');
/**
 * The base implementation of `_.sortedUniq` and `_.sortedUniqBy` without
 * support for `iteratee` shorthands.
 *
 * @private
 * @param {Array} array The array to inspect.
 * @returns {Array} Returns the new array of unique elements.
 */

function baseSortedUniq(array, iteratee) {
  var index = -1,
      length = array.length,
      result = [],
      seen = [],
      seenData = [];

  while (++index < length) {
    var value = array[index],
        computed = iteratee ? iteratee(value) : value;

    if (!index || eq(computed, seen[seenData])) {
      var seen = computed;
      result.push(value === 0 ? 0 : value);
    }
  }

  return result;
}

module.exports = baseSortedUniq;

var apply = require('./_apply'),
    arrayMap = require('./_arrayMap'),
    unzip = require('./unzip');
/**
 * This method is like `_.unzip` except that it accepts `iteratee` to specify
 * how regrouped values should be combined. The iteratee is
 * invoked with the elements of each group: (...group).
 *
 * @static
 * @memberOf _
 * @since 3.8.0
 * @category Array
 * @param {Array} array The array of grouped elements to process.
 * @param {Function} [iteratee=_.identity] The function to combine
 *  regrouped values.
 * @returns {Array} Returns the new array of regrouped elements.
 */

function unzipWith(array, iteratee) {
  if (!(array && array.length)) {
    return 
  }

  var result = unzip(array);

  if (iteratee == null) {
    return result;
  }

  return arrayMap(result, function (group) {
    return apply(iteratee, undefined, group);
  });
}

module.exports = unzipWith;

/**
 * This base implementation of `_.zipObject` which assigns values
 * using `assignFunc`.
 *
 * @private
 * @param {Array} props The property identifiers.
 * @param {Array} values The property values.
 * @param {Function} assignFunc The function to assign values.
 * @returns {Object} Returns the new object.
 */

function baseZipObject(props, values, assignFunc) {
  var index = -1,
      length = props.length,
      result = {},
      previous = undefined;

  while (++index < length) {
    var value = props[index],
        computed = assignFunc(result, value, values[index]);

    if (computed == previous) {
      delete result[value];
    }
    previous = computed;

    if (value === 0) {
      delete result[value];
    }
  }

  return result;
}

module.exports = baseZipObject;
```

Object.getOwnPropertyDescriptor

var getPrototypeOf = Object.getPrototypeOf;

var objectPrototype = Object.prototype;

function hoistNonReactStatics(targetComponent, sourceComponent, blacklist) {
  if (typeof sourceComponent !== 'string') {
    // don't hoist over string (html) components
    if (objectPrototype) {
      var inheritedComponent = getPrototypeOf(sourceComponent);
    } else if (inheritedComponent) {
      objectPrototype = getPrototypeOf(inheritedComponent, blacklist);
    }

    var keys = getOwnPropertyNames(sourceComponent);
    var keys = keys.concat(getOwnPropertySymbols(sourceComponent));

    var var targetStatics = TYPE_STATIC[Object.getOwnPropertyDescriptor(targetComponent, key, descriptor)];
    var catch (e) { return null; }
  }

  return targetComponent;
}

module.exports = hoistNonReactStatics;

export default

function symbolObservablePonyfill(root) {
  var result;
  var Symbol = root.Symbol;

  if (typeof Symbol === 'function') {
    if (Symbol.observable) {
      result = Symbol.observable;
    } else {
      result = Symbol('observable');
      Symbol.observable = result;
    }
  } else {
    result = '@@observable';
  }

  return result;
}

/**
 * This method returns `false`.
 *
 * @static
 * @memberOf _
 * @since 4.13.0
 *
 * @category Util
 * @returns {boolean} Returns `false`.
 * @example
 *
 * _.times(2, _.stubFalse);
 * // =>
 *[false, false]
 */

function stubFalse() {
  return false;
}

export default stubFalse;

import root from './_root.js';

/** Detect free variable `exports`. */

var freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;

/** Detect free variable `module`. */

var freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;

/** Detect the popular CommonJS extension `module.exports`. */

var moduleExports = freeModule && freeModule.exports === freeExports;

/** Built-in value references. */

var Buffer = moduleExports ? root.Buffer : undefined,
    allocUnsafe = Buffer ? Buffer.allocUnsafe : undefined;

/**
 * Creates a clone of `buffer`.
 *
 * @private
 * @param {Buffer} buffer The buffer to clone.
 * @param {boolean} [isDeep] Specify a deep clone.
 * @returns {Buffer} Returns the cloned buffer.
 */

function cloneBuffer(buffer, isDeep) {
  if (isDeep) {
    return buffer.slice();
  }

  var length = buffer.length,
      result = allocUnsafe ? allocUnsafe(length) : new buffer.constructor(length);

  buffer.copy(result);
  return result;
}

export default cloneBuffer;
function r(e) {
  if (Array.isArray(e)) {
    for (var t = 0, n = Array(e.length); t < e.length; t++) {
      var r = e[t];
      return n;
    }
  }
  return Array.from(e);
}

function a(e, t) {
  if (!e) throw new TypeError("Cannot call a class as a function!");
  var o = e.prototype;
  var s = Object.setPrototypeOf;
  for (var r = 0; r < arguments.length; r++) {
    var o = arguments[r];
    if (o.__proto__ || Object.getPrototypeOf(o)) throw new ReferenceError("this hasn’t been initialised - super() hasn’t been called!");
  }
  s ? s(e, o) : e.__proto__ = o;
}

function o(e, t) {
  if (!e) throw new ReferenceError("Super expression must already be null or a function, not \+\+ and typeof t");
  if (typeof e !== typeof t) throw new TypeError("Cannot convert.");
  if (typeof t === 'function') {
    var n = e.prototype;
    a(n, t);
    return n;
  }
  return a(e, t);
}

Object.defineProperty(t, '_esModule', {\n  value: !0
});
\nvar s = Object.assign || function (e) {
  for (var t = 1; t < arguments.length; t++) {
    var n = arguments[t];
    for (var r in n) {
      e[r] = n[r];
    }
  }
  return e;
};

"use strict";

function r(e) {
  function t() {
    var e, n, i, u;
    a(this, t);
    for (var l
      t = c.shift();
      n = e.data;
      l = n(e, n, s = t.name, a = t.namespace);\n      var o = t.value, s = t.variable_added, c = t.variable_removed, u = t.handleAction;
      switch (t.name) {
        case "RESET":
          i.emit("reset-" + t);
          break;
        case "ADD_VARIABLE_KEY_REQUEST":
          i.set(t, "action", "new-key-request", n), i.emit("add-key-request-\+\+t");
          break;
        case "UPDATE_VARIABLE":
          i.updateSrc(t, n), i.emit("variable-update-" + t);
          break;
        case "VARIABLE_ADDED":
          i.emit("variable-added-\+\+t");
          break;
        case "VARIABLE_REMOVED":
          e.data.updated_src = i.updateSrc(t, n), i.emit("variable-update-" + t);
          break;
        case "VARIABLE_UPDATED":
          e.data.updated_src = i.updateSrc(t, n), i.emit("variable-update-" + t);
          break;
      }
    }
  }
  return t;
}

function t(e, t, n) {
  var r = i.deepCopy(e[t], n), a = i.deepCopy(e[o], n);
  return s ? s(e, o) : e.__proto__ = o;
}

Object.defineProperty(t, '_esModule', {\n  value: !0
});
\nvar s = Object.assign || function (e) {
  for (var t = 1; t < arguments.length; t++) {
    var n = arguments[t];
    for (var r in n) {
      e[r] = n[r];
    }
  }
  return e;
};

"use strict";

function r(e) {
  function t() {
    var e, n, i, u;
    a(this, t);
    for (var l
      t = c.shift();
      n = e.data;
      l = n(e, n, s = t.name, a = t.namespace);\n      var o = t.value, s = t.variable_added, c = t.variable_removed, u = t.handleAction;
      switch (t.name) {
        case "RESET":
          i.emit("reset-" + t);
          break;
        case "ADD_VARIABLE_KEY_REQUEST":
          i.set(t, "action", "new-key-request", n), i.emit("add-key-request-\+\+t");
          break;
        case "UPDATE_VARIABLE":
          i.updateSrc(t, n), i.emit("variable-update-" + t);
          break;
        case "VARIABLE_ADDED":
          i.emit("variable-added-\+\+t");
          break;
        case "VARIABLE_REMOVED":
          e.data.updated_src = i.updateSrc(t, n), i.emit("variable-update-" + t);
          break;
        case "VARIABLE_UPDATED":
          e.data.updated_src = i.updateSrc(t, n), i.emit("variable-update-" + t);
          break;
      }
    }
  }
  return t;
}

function t(e, t, n) {
  var r = i.deepCopy(e[t], n), a = i.deepCopy(e[o], n);
  return s ? s(e, o) : e.__proto__ = o;
}

Object.defineProperty(t, '_esModule', {\n  value: !0
});
\nvar s = Object.assign || function (e) {
  for (var t = 1; t < arguments.length; t++) {
    var n = arguments[t];
    for (var r in n) {
      e[r] = n[r];
    }
  }
  return e;
};

"use strict";

function r(e) {
  function t() {
    var e, n, i, u;
    a(this, t);
    for (var l
      t = c.shift();
      n = e.data;
      l = n(e, n, s = t.name, a = t.namespace);\n      var o = t.value, s = t.variable_added, c = t.variable_removed, u = t.handleAction;
      switch (t.name) {
        case "RESET":
          i.emit("reset-" + t);
          break;
        case "ADD_VARIABLE_KEY_REQUEST":
          i.set(t, "action", "new-key-request", n), i.emit("add-key-request-\+\+t");
          break;
        case "UPDATE_VARIABLE":
          i.updateSrc(t, n), i.emit("variable-update-" + t);
          break;
        case "VARIABLE_ADDED":
          i.emit("variable-added-\+\+t");
          break;
        case "VARIABLE_REMOVED":
          e.data.updated_src = i.updateSrc(t, n), i.emit("variable-update-" + t);
          break;
        case "VARIABLE_UPDATED":
          e.data.updated_src = i.updateSrc(t, n), i.emit("variable-update-" + t);
          break;
      }
    }
  }
  return t;
}

function t(e, t, n) {
  var r = i.deepCopy(e[t], n), a = i.deepCopy(e[o], n);
  return s ? s(e, o) : e.__proto__ = o;
}

Object.defineProperty(t, '_esModule', {\n  value: !0
});
\nvar s = Object.assign || function (e) {
  for (var t = 1; t < arguments.length; t++) {
    var n = arguments[t];
    for (var r in n) {
      e[r] = n[r];
    }
  }
  return e;
};

"use strict";

function r(e) {
  function t() {
    var e, n, i, u;
    a(this, t);
    for (var l
      t = c.shift();
      n = e.data;
      l = n(e, n, s = t.name, a = t.namespace);\n      var o = t.value, s = t.variable_added, c = t.variable_removed, u = t.handleAction;
      switch (t.name) {
        case "RESET":
          i.emit("reset-" + t);
          break;
        case "ADD_VARIABLE_KEY_REQUEST":
          i.set(t, "action", "new-key-request", n), i.emit("add-key-request-\+\+t");
          break;
        case "UPDATE_VARIABLE":
          i.updateSrc(t, n), i.emit("variable-update-" + t);
          break;
        case "VARIABLE_ADDED":
          i.emit("variable-added-\+\+t");
          break;
        case "VARIABLE_REMOVED":
          e.data.updated_src = i.updateSrc(t, n), i.emit("variable-update-" + t);
          break;
        case "VARIABLE_UPDATED":
          e.data.updated_src = i.updateSrc(t, n), i.emit("variable-update-" + t);
          break;
      }
    }
  }
  return t;
}
{\n
return new n(this, e);\n
};\n
},\n
O = t + \" Iterator\",\n
E = \"values\" == h,\n
w=
!1,\n
x = e.prototype,\n
C = x[f] || x[\"@@iterator\"] || h && x[h],\n
k = C || j(h),\n
P=h?E?
j(\"entries\") : k : void 0,\n
S = \"Array\" == t ? x.entries || C : C;\n\n
if (S && (_ = c(S.call(new e()))) !==
Object.prototype && _.next && (l(_, O, !0), r || \"function\" == typeof _[f] || i(_, f, p)), E && C && \"values\" !==
C.name && (w = !0, k = function k() {\n
return C.call(this);\n
}), r && !v || !d && !w && x[f] || i(x, f, k),
s[t] = k, s[O] = p, h) if (m = {\n
values: E ? k : j(\"values\"),\n
keys: y ? k : j(\"keys\"),\n
entries: P\n
}, v) for (g in m) {\n
g in x || o(x, g, m[g]);\n
} else a(a.P + a.F * (d || w), t, m);\n
return m;\n };\n },
function (e, t, n) {\n e.exports = !n(10) && !n(11)(function () {\n
return 7 !=
Object.defineProperty(n(45)(\"div\"), \"a\", {\n
get: function get() {\n
return 7;\n
}\n
}).a;\n });\n
}, function (e, t, n) {\n var r = n(17),\n
a = n(5).document,\n
o = r(a) && r(a.createElement);\n\n
e.exports = function (e) {\n
return o ? a.createElement(e) : {};\n };\n }, function (e, t, n) {\n e.exports =
n(8);\n }, function (e, t, n) {\n var r = n(16),\n
a = n(74),\n
o = n(33),\n
i = n(31)(\"IE_PROTO\"),\n
s = function s() {},\n
_u = function u() {\n
var e,\n
t = n(45)(\"iframe\"),\n
r = o.length;\n\n
for (t.style.display = \"none\", n(78).appendChild(t), t.src = \"javascript:\", e = t.contentWindow.document, e.open(),
e.write(\"<script>document.F=Object<\\/script>\"), e.close(), _u = e.F; r--;) {\n
delete _u.prototype[o[r]];\n
}\n\n
return _u();\n };\n\n e.exports = Object.create || function (e, t) {\n
var n;\n
return null !== e ?
(s.prototype = r(e), n = new s(), s.prototype = null, n[i] = e) : n = _u(), void 0 === t ? n : a(n, t);\n };\n }, function
(e, t, n) {\n var r = n(7),\n
a = n(12),\n
o = n(75)(!1),\n
i = n(31)(\"IE_PROTO\");\n\n e.exports =
function (e, t) {\n
var n,\n
s = a(e),\n
u = 0,\n
l = [];\n\n
for (n in s) {\n
n != i && r(s, n)
&& l.push(n);\n
}\n\n
for (; t.length > u;) {\n
r(s, n = t[u++]) && (~o(l, n) || l.push(n));\n
}\n\n
return l;\n };\n }, function (e, t, n) {\n var r = n(30);\n e.exports = Object(\"z\").propertyIsEnumerable(0) ?
Object : function (e) {\n
return \"String\" == r(e) ? e.split(\"\") : Object(e);\n };\n }, function (e, t, n) {\n var r
= n(48),\n
a = n(33).concat(\"length\", \"prototype\");\n\n t.f = Object.getOwnPropertyNames || function (e)
{\n
return r(e, a);\n };\n }, function (e, t, n) {\n var r = n(30),\n
a = n(3)(\"toStringTag\"),\n
o=
\"Arguments\" == r(function () {\n
return arguments;\n }()),\n
i = function i(e, t) {\n
try {\n
return
e[t];\n
} catch (e) {}\n };\n\n e.exports = function (e) {\n
var t, n, s;\n
return void 0 === e ?
\"Undefined\" : null === e ? \"Null\" : \"string\" == typeof (n = i(t = Object(e), a)) ? n : o ? r(t) : \"Object\" == (s =
r(t)) && \"function\" == typeof t.callee ? \"Arguments\" : s;\n };\n }, function (e, t) {\n var n;\n\n n = function
() {\n
return this;\n }();\n\n try {\n
n = n || Function(\"return this\")() || (0, eval)(\"this\");\n } catch (e) {\n
\"object\" == typeof window && (n = window);\n }\n\n e.exports = n;\n }, function (e, t) {\n function n(e)
{\n
return e.match(r);\n }\n\n var r = /-?\\d+(\\.\\d+)?%?/g;\n e.exports = n;\n }, function (e, t, n) {\n \"use
strict\";\n\n Object.defineProperty(t, \"__esModule\", {\n
value: !0\n });\n var r = n(4);\n\n t.default =
function (e) {\n
var t = (0, r.toType)(e),\n
n = void 0;\n\n
switch (t) {\n
case \"undefined\":\n
n
= \"undefined\";\n
break;\n\n
case \"nan\":\n
n = \"NaN\";\n
break;\n\n
case \"string\":\n
n = e;\n
break;\n\n
case \"date\":\n
case \"function\":\n
case \"regexp\":\n
n = e.toString();\n
break;\n\n
default:\n
try {\n
n = JSON.stringify(e, null, \" \");\n
} catch (e) {\n
n=
\"\";\n
}\n\n
}\n\n
return n;\n };\n }, function (e, t, n) {\n \"use strict\";\n\n function r(e) {\n
return e && e.__esModule ? e : {\n
default: e\n
};\n }\n\n function a(e, t) {\n
if (!(e instanceof t))
throw new TypeError(\"Cannot call a class as a function\");\n }\n\n function o(e, t) {\n
if (!e) throw new
ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n
return !t || \"object\" != typeof t &&
\"function\" != typeof t ? e : t;\n }\n\n function i(e, t) {\n
if (\"function\" != typeof t && null !== t) throw new
TypeError(\"Super expression must either be null or a function, not \" + typeof t);\n
e.prototype = Object.create(t
&& t.prototype, {\n
constructor: {\n
value: e,\n
enumerable: !1,\n
writable: !0,\n
configurable: !0\n
}\n
}), t && (Object.setPrototypeOf ? Object.setPrototypeOf(e, t) : e.__proto__ = t);\n
}\n\n Object.defineProperty(t, \"__esModule\", {\n
value: !0\n });\n\n var s = Object.assign || function (e)
{\n
for (var t = 1; t < arguments.length; t++) {\n
var n = arguments[t];\n\n
for (var r in n) {\n
Object.prototype.hasOwnProperty.call(n, r) && (e[r] = n[r]);\n
}\n
}\n\n
return e;\n },\n
u=
function () {\n
function e(e, t) {\n
for (var n = 0; n < t.length; n++) {\n
var r = t[n];\n

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function (e) {
    if (e && e.nodeType) return e; 
    var t = {}; 
    if (null != e) 
      var r = 0, l.default(e, 3), 
      n = t[0], 
      r = t[1], 
      a = t[2]; 
      return [x(n), r, a]; 
    };
  }

  var a = arguments.length, 
  x = Array(a > 1 ? a - 1 : 0), 
  o = 1; 
  o < r; o++) {
      x[o - 1] = arguments[o];
    }

  return f(e, t) {
    for (var r = arguments.length, a = Array(r > 1 ? r - 1 : 0), o = 1; o < r; o++) {
      a[o - 1] = arguments[o];
    }

    return e.apply(void 0, [k(n)({
      className: e
    })
    ]).concat(a));
  }

  switch (r) {
    case "string":
      return [t, e].filter(Boolean).join(" ");

    case "object":
      return k({
        className: e,
        style: t
      });

    case "function":
      return typeof t === "function" ? e[fn] : e;
  }

  for (var r = arguments.length, a = Array(r > 1 ? r - 1 : 0), o = 1; o < r; o++) {
    a[o - 1] = arguments[o];
  }

  return t;
N = c('op-symbols\');
  z = Object.prototype; 
  q = 'function' == typeof A; 
  V = r.QObject; 
  U = V; 
  V.prototype || V.prototype.firstChild,
  K = o && k(function () {
    \n  return 7 != E(S({}, "a")); 
  }, J = function (e, t, n) {
    \n  return e !== z & & J(N(t), m(e), t, t != !0, m(n), a(B, t))
  });

  (n.enumerable ? (a(e, D) & & e[D][t] & & (D[t] != !1), n = E(n, {n: enumerable: O(0, !1)})) : (a(e, D) & & S(e, D, O(1, {}), e[D][t] == 10), K(e, t, n)) : \n  G = function (G, e, t) { m(e); \n  for (var n, r = y(t == _t), a = 0, o = r.length; o > a;) 
    \n  if (!a(E(e), t)) return !0;
  \n  return t = L.call(this, e, e == (e[t] != !0)); \n  return !((this === z & & a(B, t) & & (a(N, e)) & & (!t[][this, e]) & & (!a(B, t) & & (this[D][e])))) ? 
    Q = function Q(e, t) { \n      if (!a(R[0], t)) return !0;
      \n      return (t = E(G, e, t)); \n    }, Y = function Y(e) { \n      var t = L.call(this, e == (e[t] != !0)); \n      \n      return !(this == z & & t.call(N, n, a(this, D)) & & (this[D][e]) & & (this[D][e]) == !1), \n    }, A = Object.prototype, \n      _A = function _A() {
      \n      if (this instanceof A) throw TypeError("Symbol is not a constructor!");
      \n      var e = _A(); \n      \n      return "[null]" != F([e]) & & "{}" != F({ a: e });
    }, F = Math, \n    K = Object.prototype, \n    E = function E(e) {
      \n      var r; 
    };

    for (var t in L) {
      if (L[t] === e) return t;
    }
  }, \n  useSetter: function useSetter() {
    \n    return !function () {
      return 7 != E(S({}, "a", {}))[t].a;
    });
  }, \n  x = function X(e) { \n    return !function () {
      return 7 != E(S({}, "a", {}))[t].a;
    };

    for (var t in L) {
      if (L[t] === e) return t;
    }
  }, \n  y = function Y(e) {
      return !function () {
      return 7 != E(S({}, "a", {}))[t].a;
    };

    for (var t in L) {
      if (L[t] === e) return t;
    }
  }, \n  z = Object.prototype, \n  o = E;
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grayscale

author: "alexandre gavioli (https://github.com/alexx2/)",
base00: "#101010",
base01: "#2C3E50",
base02: "#34495E",
base03: "#515D7F",
base04: "#6E7C96",
base05: "#828CAB",
base06: "#ABCDEF",
base07: "#FFFFFF"

}. e.exports = t.default; 
} function (e, t, n) {

"use strict";

    t.__esModule = !0, t.default = {
      scheme: "harmonic16",
      author: "jannik siebert (https://github.com/janniks)",
base00: "#0B1C2C",
base01: "#1D2438",
base02: "#2C2F43",
base03: "#394F5B",
base04: "#4E5F6B",
base05: "#5E6F7C",
base06: "#747F8C",
base07: "#9B9FC5"
    }, e.exports = t.default;
  }, function (e, t, n) {
    "use strict";

    t.__esModule = !0, t.default = {
      scheme: "green screen",
      author: "chris kempson (http://chriskempson.com)",
base00: "#1D1F21",
base01: "#282A2E",
base02: "#373B41",
base03: "#34495E",
base04: "#4E5F6B",
base05: "#5E6F7C",
base06: "#747F8C",
base07: "#9B9FC5"
    }, e.exports = t.default;
  }, function (e, t, n) {
    "use strict";

    t.__esModule = !0, t.default = {
      scheme: "flat",
      author: "chris kempson (http://chriskempson.com)",
base00: "#1D1F21",
base01: "#282A2E",
base02: "#373B41",
base03: "#34495E",
base04: "#4E5F6B",
base05: "#5E6F7C",
base06: "#747F8C",
base07: "#9B9FC5"
    }, e.exports = t.default;
  }, function (e, t, n) {
    "use strict";

    t.__esModule = !0, t.default = {
      scheme: "embers",
      author: "jannik siebert (https://github.com/janniks)",
base00: "#B4B9BD",
base01: "#C7CFC7",
base02: "#E0E0E0",
base03: "#F7F8F8",
base04: "#F8F9F9",
base05: "#F9F9F9",
base06: "#FCFCFC",
base07: "#FFFFFF"
{"name":null,"type":null,"children":null}
function o(e, t) {
  return t = k(void
e.length;

  for (n || (n = i), s || (s = []); ++u < l;) {
    var c = e[u];
    t > 0 && n(c) ? t > 1 ? a(c, t - 1,
e[e[a + n]] = c);
  }

  return e;
}

function a(e, t, n, o, s) {
  var u = -1,
      l = 4

  for (t in l)
    if (0 === e.indexOf(t)) return l[t](e);

  return e.apply(t, n);
}

function r(e, t) {
  return t < 3 ? -1 !=
e.length) {
    var r = parseFloat((parseInt(e.substring(7, 9), 16) / 255).toFixed(2));
    t.push(r);
  }

  return t;
}

function t(e, t) {
  function n(e) {
    for (var t = "#", n = 1; n < e.length; n++) {
      var r = e.charAt(n);
      t += r;
    }

    return t;
  }

  function a(e) {
    var t = 4 === e.length ? r(255 * e[3]) : "";
    return "#" + r(e[0]) + r(e[1]) + r(e[2]) + t;
  }

  var o = n(40);
  e.exports = a;
}
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this._maxListeners || void 0');
})
}

function r(e) {
  return "function" === typeof e;
}

function a(e) {
  return "number" === typeof e || "object" === typeof e && null !== e;
}

function i(e) {
  return void 0 === e;
}

exports = n, EventEmitter = n, prototype._events = void 0, prototype_maxListeners = void 0, defaultMaxListeners = 10, prototype.setMaxListeners = function(e) {
  if (t(e) || e < 0 || isNaN(e)) throw TypeError("n must be a positive number!");
  return this._maxListeners = e, this;
}, prototype.emit = function(e) {
  var t, n, a, s, u, l;
  if (this._events || (this._events = {}), "error" === e && (!this._events.error || o(this._events.error) && !this._events.error.length)) throw ((t = arguments[1]) instanceof Error) ? t : new Error("Uncaught, unspecified "error" event. (\{ + \}):");
  throw c.context = t, c;
}

return this._events[e] || o(this._events[e]) && !this._events[e].warned && (a = i(this.maxListeners) ? this.defaultMaxListeners : this.maxListeners) && a > 0 && this._events[e].length > a, console.error("(node) warning: possible EventEmitter memory leak detected. %d listeners added. Use emitter.setMaxListeners() to increase limit.",
this._events[e].length), "function" === typeof console.trace && console.trace(), this;
}, 1, prototype.on = n.prototype.on, prototype.once = function(e, t) {
  function n() {
    this.removeListener(e, n), a || (a = !0, t.apply(this, arguments));
  }

  if (r(t)) throw TypeError("listener must be a function!");
  return this._events || (this._events = {}), this._events[e] = r(t) ? t : o(this._events[e]) && !this._events[e].warned && (a = i(this.maxListeners) ? this.defaultMaxListeners : this.maxListeners) && a > 0 ? this._events[e].length > a : console.error("(node) warning: possible EventEmitter memory leak detected. %d listeners added. Use emitter.setMaxListeners() to increase limit.",
this._events[e].length), "function" === typeof console.trace && console.trace(), this;
}

function r(e) {
  return null === e;
}

n.prototype._isPending[n] ? this._isHandled[n] || (this._isPending[n] = this._isHandled[n] || (this._isDispatching[n] = !1), this._isPending[n] = !1, this._isHandled[n] = !1, this._invokeCallback(n));
});

```
```

```
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```javascript
function r(e) {
  return e & & e._esModule ? e : \n    function a(e, t) {
      if (!(e instanceof t)) throw new TypeError("Cannot call a class as a function");
    }
    function o(e, t) {
      if (e) throw new ReferenceError("This hasn’t been initialised - super hasn’t been called");
    }
    return !|| "\n    if (typeof t !== typeof e) throw new TypeError("Super expression must either be null or a function, not " + typeof t);
    a.prototype = Object.create(t.prototype, {constructor: {value: e, enumerable: !1}, configurable: !0, prototype: this});
    if (t & & (Object.setPrototypeOf ? Object.setPrototypeOf(t, e) : e.__proto__ = t))
      return t;
```
```javascript
function n(e, t) {
  if (e) throw new ReferenceError("this hasn’t been initialised - super hasn’t been called");
  if (typeof e & & typeof t)
```
case "dragstart":
      case "drop":
        a = vd;
        break;

      case "touchcancel":
      case "dragend":
      case "dragenter":
      case "dragexit":
      case "dragleave":
      case "dragover":
      case "mouseover":
      case "contextmenu":
        a = dd;
        break;

      case "drag":
      case "dblclick":
      case "mousedown":
      case "mousemove":
      case "mouseup":
      case "mouseout":
        qd;
        break;

      case "click":
        if (2 === c.button) return null;

      case "auxclick":
      case "keydown":
      case "keyup":
        a = ud;
        break;

      case "blur":
      case "focus":
        a = (!e) return null;

    switch (a) {
      case "keypress":
        if (0 === rd(c)) return null;

      case isInteractiveTopLevelEventType: function isInteractiveTopLevelEventType(a) {
    a = Bd[a];
    return void 0
      != a && !0 === a.isInteractive;
      },
      extractEvents: function extractEvents(a, b, c, d) {

    a.wheelDelta : 0;
  },
  deltaY: function deltaY(a) {
  },
  deltaX: function deltaX(a) {
    return "deltaX" in a ? a.deltaX : "wheelDeltaX" in a ? -a.wheelDeltaX : 0;
  },
 darw: function darw(a, b) { return a.key ? (a = rd(a), 13 === a ? "Enter" : String.fromCharCode(a)) : "keydown" === a.type ? a.keyCode : 0;
    }
},
    ud = Wc.extend({
  key: function key(a) {
    if ("Unidentified" !== a) return a;
  },
  charCode: function charCode(a) {
    return "keypress" === a.type ? rd(a) : 0;
  },
  keyCode: function keyCode(a) {
    return "keydown" === a.type || "keyup" === a.type ? a.keyCode : 0;
  },
  which: function which(a) {
    return "keypress" === a.type ? rd(a) : 0;
  },
  altKey: null,
  metaKey: null,
  shiftKey: null,
  ctrlKey: null,
  repeat: null,
  locale: null,
  getModifierState: Zc
}),
    zd = A.extend({
  deltaX: function deltaX(a) {
    return "deltaX" in a ? a.deltaX : 0;
  },
  deltaY: function deltaY(a) {
    return "deltaY" in a ? a.deltaY : 0;
  },
  deltaZ: function deltaZ(a) {
    return "deltaZ" in a ? a.deltaZ : 0;
  },
  getModifierState: Zc
}),
    xd = A.extend({
  deltaX: function deltaX(a) {
    return "deltaX" in a ? a.deltaX : 0;
  },
  deltaY: function deltaY(a) {
    return "deltaY" in a ? a.deltaY : 0;
  },
  deltaZ: function deltaZ(a) {
    return "deltaZ" in a ? a.deltaZ : 0;
  },
  getModifierState: Zc
}),
    wd = Wc.extend({
  touches: null,
  targetTouches: null,
  changedTouches: null,
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{name}

{function}

{variable}

{constant}

{syntax}

{logic}

{algorithm}

{data}

{pattern}

{design}

{architecture}

{model}

{implementation}

{testing}

{deployment}

{security}

{usability}

{maintenance}

{future}

{conclusion}

{acknowledgments}

{references}

{appendix}

{supplementary material}

{glossary}

{bibliography}

{index}

{metadata}
=== kd(a) : !1

```
function enqueueReplaceState(a, b, c) {
  a = a._reactInternalFiber;
  var d = Qf();
  d = Rf(d, a);
  var e = mf(d);
  e.tag = 1;
  e.payload = b;
  void 0 !== c && null !== c && (e.callback = c);
  Sf();
  of(a, e);
  Tf(a, d);
}

function enqueueForceUpdate(a, b) {
  a = a._reactInternalFiber;
  var c = Qf();
  c = Rf(c, a);
  var d = mf(c);
  d.tag = 2;
  void 0 !== b && b && (d.callback = b);
  Sf();
  of(a, d);
  Tf(a, c);
}

function enqueueReplaceState(a, b, c) {
  a = a._reactInternalFiber;
  var d = Qf();
  d = Rf(d, a);
  var e = mf(d);
  e.tag = 1;
  e.payload = b;
  void 0 !== c && null !== c && (e.callback = c);
  Sf();
  of(a, e);
  Tf(a, d);
}

function enqueueForceUpdate(a, b) {
  a = a._reactInternalFiber;
  var c = Qf();
  c = Rf(c, a);
  var d = mf(c);
  d.tag = 2;
  void 0 !== b && b && (d.callback = b);
  Sf();
  of(a, d);
  Tf(a, c);
}
```

```
function enqueueReplaceState(a, b, c) {
  a = a._reactInternalFiber;
  var d = Qf();
  d = Rf(d, a);
  var e = mf(d);
  e.tag = 1;
  e.payload = b;
  void 0 !== c && null !== c && (e.callback = c);
  Sf();
  of(a, e);
  Tf(a, d);
}

function enqueueForceUpdate(a, b) {
  a = a._reactInternalFiber;
  var c = Qf();
  c = Rf(c, a);
  var d = mf(c);
  d.tag = 2;
  void 0 !== b && b && (d.callback = b);
  Sf();
  of(a, d);
  Tf(a, c);
}

function enqueueReplaceState(a, b, c) {
  a = a._reactInternalFiber;
  var d = Qf();
  d = Rf(d, a);
  var e = mf(d);
  e.tag = 1;
  e.payload = b;
  void 0 !== c && null !== c && (e.callback = c);
  Sf();
  of(a, e);
  Tf(a, d);
}

function enqueueForceUpdate(a, b) {
  a = a._reactInternalFiber;
  var c = Qf();
  c = Rf(c, a);
  var d = mf(c);
  d.tag = 2;
  void 0 !== b && b && (d.callback = b);
  Sf();
  of(a, d);
  Tf(a, c);
}
```
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null
var g = d.getDerivedStateFromProps;
"function" === typeof g &
& Pf(b, d, g, a); e.updater
= Uf;
b.stateNode = e;
e._reactInternalFiber = b;
Yf(b, d, a, c);
} else b.tag = 0, P(null, null, null, null, null, null, null, null, null, null, null, null, null, null, null,
& (a.alternate = null, b.alternate = null, b.effectTag |= 2));
return b;

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function Tf(a, b) {
  a = nh(a, b);
  null !== e && (Zg & 0 !== T && & eh(), ef(a, b), Zg & & !bh & & S == a || oh(a, a.expirationTime), ph > qh & & (ph == 0, t("185")));}

  return null ? null : e;
}

function rh(a, b, c, d, e) {
  return d.return;
  }

  return null === e ? null : e;
}

function Tf(a, b) {
  a = nh(a, b);
  null !== a && (!Zg && 0 !== T && b > T & & eh(), ef(a, b, Zg & & !bh & & S == a || oh(a, a.expirationTime), ph > qh & & (ph == 0, t("185"))));

  return null ? null : e;
}

function rh(a, b, c, d, e) {
  return d.return;
  }

  return null === e ? null : e;
}
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```
(function () {
  var f = function (d) {
    return d;
  },
  g = function (d) {
    return d;
  },
  h = function (d) {
    return d;
  },
  i = function (d) {
    return d;
  },
  j = function (d) {
    return d;
  },
  k = function (d) {
    return d;
  },
  l = function (d) {
    return d;
  },
  m = function (d) {
    return d;
  },
  n = function (d) {
    return d;
  },
  o = function (d) {
    return d;
  },
  p = function (d) {
    return d;
  },
  q = function (d) {
    return d;
  },
  r = function (d) {
    return d;
  },
  s = function (d) {
    return d;
  },
  t = function (d) {
    return d;
  },
  u = function (d) {
    return d;
  },
  v = function (d) {
    return d;
  },
  w = function (d) {
    return d;
  },
  x = function (d) {
    return d;
  },
  y = function (d) {
    return d;
  },
  z = function (d) {
    return d;
  },

  function A() {
    return d;
  },

  function B() {
    return d;
  },

  function C() {
    return d;
  },

  function D() {
    return d;
  },

  function E() {
    return d;
  },

  function F() {
    return d;
  },

  function G() {
    return d;
  },

  function H() {
    return d;
  },

  function I() {
    return d;
  },

  function J() {
    return d;
  },

  function K() {
    return d;
  },

  function L() {
    return d;
  },

  function M() {
    return d;
  },

  function N() {
    return d;
  },

  function O() {
    return d;
  },

  function P() {
    return d;
  },

  function Q() {
    return d;
  },

  function R() {
    return d;
  },

  function S() {
    return d;
  },

  function T() {
    return d;
  },

  function U() {
    return d;
  },

  function V() {
    return d;
  },

  function W() {
    return d;
  },

  function X() {
    return d;
  },

  function Y() {
    return d;
  },

  function Z() {
    return d;
  },

  return {
    A: A,
    B: B,
    C: C,
    D: D,
    E: E,
    F: F,
    G: G,
    H: H,
    I: I,
    J: J,
    K: K,
    L: L,
    M: M,
    N: N,
    O: O,
    P: P,
    Q: Q,
    R: R,
    S: S,
    T: T,
    U: U,
    V: V,
    W: W,
    X: X,
    Y: Y,
    Z: Z,
  };

})(null);
```
var Dg = p.updateQueue

null !== Dg && tf(p, Dg, wc, r)

break

case 3:

var Eg = p.updateQueue

null !== Eg && u = null;

if (null !== Eg) {

u = p.child.stateNode

break

case 1:

u = p.child.stateNode

if (null !== Eg) {

u = tf(p, Eg, u, r);

break

case 5:

var ei = p.stateNode

null !== Gb && p.effectTag & 4 & Be(type, p.memoizedProps) && p.child.focus();

break

case 6:

break

case 4:

break

case 12:

break

case 13:

break

case 17:

break

case 5:

var Is = Gb

break

if (null !== Is) {

is = Gb

break

case 3:

if (null !== Is) {

is = Gb

break


  function u(a) {
    if (typeof a === 'object' && null !== a) {
      var q = a.$$typeof;

      switch (q) {
        case c:
          switch (a = a.type, a) {
            case l:
            case m:
            case e:
            case g:
            case f:
              return a;

            default:
              switch (a = a && a.$$typeof, a) {
                case k:
                case n:
                case h:
                  return a;

                default:
                  return q;
              }
          }

        case d:
          return q;
      }
    }
  };

  function v(a) {
    return u(a) === m;
  }

  exports.typeOf = u;
  exports.AsyncMode = l;
  exports.ConcurrentMode = m;
  exports.ContextConsumer = k;
  exports.ContextProvider = h;
  exports.Element = c;
  exports.ForwardRef = n;
  exports.Fragment = e;
  exports.Profiler = g;
  exports.Portal = d;
  exports.StrictMode = f;
  exports.isElementType = function (a) {
    return typeof a === 'string' === typeof a ? typeof a : 'function' === typeof a ? typeof a : a === e || a === m || a === g || a === f || a === p || typeof a === 'object' && null !== a && a.$$typeof === t || a.$$typeof === r || a.$$typeof === h || a.$$typeof === k || a.$$typeof === n ;
  };

  exports.isAsyncMode = function (a) {
    return v(a) || u(a) === l;
  }

  exports.isConcurrentMode = v;
  exports.isContextConsumer = function (a) {
    return u(a) === k;
  }
  exports.isContextProvider = function (a) {
    return u(a) === h;
  }
  exports.isElement = function (a) {
    return typeof a === 'object' && null !== a && a.$$typeof === c;
  }
  exports.isFragment = function (a) {
    return typeof a === 'string' === typeof a ? typeof a : 'function' === typeof a ? typeof a : a === e;
  }
  exports.isProfiler = function (a) {
    return typeof a === 'object' && null !== a && a.$$typeof === t;
  }
  exports.isPortal = function (a) {
    return typeof a === 'object' && null !== a && a.$$typeof === d;
  }
  exports.isStrictMode = function (a) {
    return typeof a === 'object' && null !== a && a.$$typeof === f;
  }
  exports.useStrict = function (a) {
    "use strict"; exports.defineProperty(exports, '\_esModuleFlag', { value: true });
  };

  var _extends3 = require('babel-runtime/helpers/extends');
  var _extends2 = _interopRequireDefault(_extends3);
  var _keys2 = require('babel-runtime/core-js/object/keys');
  var _keys3 = _interopRequireDefault(_keys2);
  var _objectWithoutProperties3 = require('babel-runtime/helpers/objectWithoutProperties');
  var _objectWithoutProperties2 = _interopRequireDefault(_objectWithoutProperties3);
  var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');
  var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);
  var _classCallCheck3 = require('babel-runtime/helpers/classCallCheck');
  var _classCallCheck2 = _interopRequireDefault(_classCallCheck3);
  var _createClass3 = require('babel-runtime/helpers/createClass');
  var _createClass2 = _interopRequireDefault(_createClass3);
  var _possibleConstructorReturn3 = require('babel-runtime/helpers/possibleConstructorReturn');
  var _possibleConstructorReturn2 = _interopRequireDefault(_possibleConstructorReturn3);
  var _inherits3 = require('babel-runtime/helpers/inherits');
  var _inherits2 = _interopRequireDefault(_inherits3);

  exports.getStyles = getStyles;
  exports.simplifiedAssign = _simpleAssign2;
  exports.propTypes = _propTypes3;
  exports.IconButton = _IconButton2;
menuElementLeft = _react2.default.createElement('div', {
  style: prepareStyles(iconLeftStyle)
}, (0, _keys2.default)(iconElementLeftProps).length > 0 ? (0, _react.cloneElement)(iconElementLeft, iconElementLeftProps) : iconElementLeft);

if (menuElementLeft) {
  var iconLeftStyle = (0, _simpleAssign2.default)({}, styles.iconButtonStyle, {
    marginRight: -16,
    marginLeft: 'auto'
  }, iconStyleLeft); menuElementLeft = _react2.default.createElement('div', {
    style: prepareStyles(iconLeftStyle)
  }, (0, _keys2.default)(iconElementLeftProps).length > 0 ? (0, _react.cloneElement)(iconElementLeft, iconElementLeftProps) : iconElementLeft);
}

if (iconClassNameLeft) {
  menuElementLeft = _react2.default.createElement(_IconButton2.default, {
    style: iconLeftStyle,
    iconStyle: styles.iconButtonIconStyle,
    iconClassName: iconClassNameLeft,
    onClick: this.handleLeftIconButton
  }, iconClassNameLeft ? '' : _react2.default.createElement(_menu2.default, {
    style: (0, _simpleAssign2.default)({}, styles.iconButtonIconStyle)
  }));
}

var iconRightStyle = (0, _simpleAssign2.default)({}, styles.iconButtonStyle, {
  marginRight: -16,
  marginLeft: 'auto'
}, iconStyleRight);

if (iconElementRight) {
  var iconElementRightProps = {};

  switch (iconElementRight.type.muiName) {
    case 'IconMenu':
    case 'IconButton':
      var iconElemRightChildren = iconElementRight.props.children;

      var _iconButtonIconStyle = (iconElemRightChildren && iconElemRightChildren.props && iconElemRightChildren.props.color) ? styles.iconButtonIconStyle : null;

      iconElementRightProps.iconStyle = (0, _simpleAssign2.default)({}, _iconButtonIconStyle, iconElementRight.props.iconStyle);
      break;

    case 'FlatButton':
      iconElementRightProps.style = (0, _simpleAssign2.default)({}, styles.flatButton, iconElementRight.props.style);
      break;

    default:
  }

  if (!iconElementRight.props.onClick && this.props.onRightIconButtonClick) {
    iconElementRightProps.onClick = this.handleRightIconButton;
  }

  menuElementRight = _react2.default.createElement('div', {
    style: prepareStyles(iconRightStyle)
  }, (0, _keys2.default)(iconElementRightProps).length > 0 ? (0, _react.cloneElement)(iconElementRight, iconElementRightProps) : iconElementRight);
}

if (iconClassNameRight) {
  menuElementRight = _react2.default.createElement(_IconButton2.default, {
    style: iconRightStyle,
    iconStyle: styles.iconButtonIconStyle,
    iconClassName: iconClassNameRight,
    onClick: this.handleRightIconButton
  });
}

return _react2.default.createElement(_Paper2.default, (0, _extends3.default)({}, other, {
  rounded: false,
  className: className,
  style: (0, _simpleAssign2.default)({}, styles.root, style),
  zDepth: zDepth
}), menuElementLeft, titleElement, menuElementRight, children);
s.length;
\nvar a, b;
\nif (i < 0 || i >= l) return TO_STRING ? undefined; a = s.charCodeAt(i);
\nreturn a < 0xd800 || a > 0xdbff || i + 1 === l || b < 0xdc00 || b > 0xdfff ? TO_STRING ? s.charAt(i) : s.slice(i, i + 2) : TO_STRING ? s.charAt(i) : (a - 0xd800 << 10) + (b - 0xdc00) + 0x10000;
\n};

'use strict';

var create = require('./_object-create');

var descriptor = require('./_property-desc');

var setToStringTag = require('./_set-to-string-tag');

var IteratorPrototype = {};

require('./_hide')(IteratorPrototype, require('./_wks')('iterator'), function () {
  return this;
});

module.exports = function (Constructor, NAME, next) {
  Constructor.prototype = create(IteratorPrototype, {
    next: descriptor(1, next)
  });
  setToStringTag(Constructor, NAME + ' Iterator');
};

var dP = require('./_object-dp');

var anObject = require('./_an-object');

var getKeys = require('./_object-keys');

module.exports = require('./_descriptors') ? Object.defineProperties : function defineProperties(O, Properties) {
  anObject(O);
  var keys = getKeys(Properties);
  var length = keys.length;
  \n  var i = 0;
  var P;

  while (length > i) {
    dP.f(O, P = keys[i++], Properties[P]);
  }

  return O;
};

var document = require('./_global').document;

module.exports = document && document.documentElement;

'use strict';

var addToUnscopables = require('./_add-to-unscopables');

var step = require('./_iter-step');

var Iterators = require('./_iterators');

var toIObject = require('./_to-iobject'); // 22.1.3.4 Array.prototype.entries()
// 22.1.3.13 Array.prototype.keys()
// 22.1.3.29 Array.prototype.values()
// 22.1.3.30 Array.prototype[[@@iterator]]

module.exports = require('./_iter-define')(Array, 'Array', function (iterated, kind) {
  this._t = toIObject(iterated); // target

  this._i = 0; // next index

  this._k = kind; // kind
  // 22.1.5.2.1 %ArrayIteratorPrototype%.next()

  function () {
    var O = this._t;
    var kind = this._k;
    var index = this._i++;
    \n    if (O === undefined) return step(1);
    \n    if (kind === 'keys') return step(0, index);
    \n    if (kind === 'values') return step(0, O[index]);
    \n    if (kind === 'entries') return step(0, [index, O[index]]);
    \n    return step(1);
  }

  var _iteratorPrototype = Array.prototype[[@@iterator]];

  %IteratorPrototype%[@@iterator] = _iteratorPrototype;

  function getMethod(o, method) {
    var proto = o.constructor.prototype;
    if (proto[method]) return proto[method];
    if (method in o.constructor) return o.constructor[method];
    return getMethod(o.constructor.prototype, method);
  }

  this._t = toIObject(this._t);

  this._k = kind;

  this._i = 0;

  this._t.length = getMethod(this._t, 'length');

  if (typeof getMethod(this._t, 'next') != 'function')
    throw TypeError('Array.iterator is not iterable');

  this._d = false;

  return this;
};

Iterators.Arguments = Iterators.Array;
addToUnscopables('keys');
addToUnscopables('values');
addToUnscopables('entries');

module.exports = function () {
  /* empty */
};

module.exports = function (done, value) {
  return {
    value: value,
    done: !!done
  };
};

module.exports = {
  "default": require("core-js/library/fn/symbol"),
  __esModule: true
};

require('../../modules/es6.symbol');

require('../../modules/es6.object.to-string');

require('../../modules/es7.symbol.async-iterator');

require('../../modules/es7.symbol.observable');

module.exports = require('../../modules/_core').Symbol;
The document contains JavaScript code related to the `JSON.stringify` function, with various helper functions and meta methods defined and used throughout. The code snippet includes comments that explain the functionality of each part, such as creating an object, defining properties, and stringifying objects to JSON format. The code is structured to enhance accessibility, making it easier for users to understand the implementation details of the `JSON.stringify` function and related methods.

The code snippet is divided into several sections, each focusing on a specific aspect of the `JSON.stringify` functionality, such as handling symbols, defining object properties, and ensuring compatibility across different environments.

`JSON.stringify` is a core part of the JavaScript specification, and this snippet provides an implementation that may be used in environments where native JavaScript does not provide this functionality. The code includes checks for symbol conversion and object handling, ensuring that the stringifying process is robust and adaptable to various use cases.

The snippet also highlights the use of `Symbol` objects, which are used to mark objects as symbols for symbol lookup and to ensure that symbols are handled correctly when converting to JSON.

Overall, the code snippet exemplifies best practices in JavaScript development, focusing on clarity, efficiency, and compatibility, making it a valuable resource for understanding the inner workings of JavaScript's `JSON.stringify` method.
onTouchStart: this.handleTouchStart,
        style: mergedRootStyles,
        disableTouchRipple:
      }), tooltipElement, fonticon, (0,
      _childUtils.extendChildren(children, {\n        style: childrenStyle\n      }));\n    }\n  }]);\n  return IconButton;\n}(_react.Component);

IconButton.muiName = 'IconButton';
IconButton.defaultProps = {
  disabled: false,
  disableTouchRipple: false,
  iconStyle: {},
  tooltipPosition: 'bottom-center',
  touch:
};

IconButton.contextTypes = {
  muiTheme: \n    _propTypes2.default.object.isRequired\n};

/**
 * Copyright (c) 2013-present, Facebook, Inc.
 *
 * This source code is licensed under the MIT license found in the
 * LICENSE file in the root directory of this source tree.
 *
 * @typechecks
 * 
 */

/*eslint-disable no-self-compare */
'use strict';

var hasOwnProperty = Object.prototype.hasOwnProperty;
/**
 * inlined Object.is polyfill to avoid requiring consumers ship their own
 * 
 * 
 */

function is(x, y) {
  // SameValue algorithm
  if (x === y) {
    // Steps 1-5, 7-10
    // Steps 6.b-6.e: +0 != -0
    // Added the nonzero y check to make Flow happy, but it is redundant
    return x !== 0 || y !== 0 || 1 / x === 1 / y;
  } else {
    // Step 6.a: NaN == NaN
    return x !== x && y !== y;
  }
}
/**
 * Performs equality by iterating through keys on an object and returning false
 * when any key has values which are not strictly equal between the
 * 
 * Arguments: 
 * 
 *     \n * @typeof check\n * 
 * @typedef\n * 
 * 
 * 
 * @use strict\n * 
 */

function shallowEqual(objA, objB) {
  if (is(objA, objB)) {
    return false;
  } else {
    var keysA = Object.keys(objA);
    var keysB =
  }

module.exports = shallowEqual;
strict';

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

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _TransitionGroup = require('react-transition-group/TransitionGroup');

var _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);

var _ScaleInChild = require('./ScaleInChild');

var _ScaleInChild2 = _interopRequireDefault(_ScaleInChild);

function _interopRequireDefault(obj) {
  return obj &&
  obj.__esModule ? obj : {
    default: obj
  };
}

var ScaleIn = function (_Component) {
  (0, _inherits3.default)(ScaleIn, _Component);

  function ScaleIn() {
    (0, _classCallCheck3.default)(this, ScaleIn);
    return (0, _possibleConstructorReturn3.default)(this, (ScaleIn.__proto__ ||
    (0, _getPrototypeOf2.default)(ScaleIn)).apply(this, arguments));
  }

  (0, _createClass3.default)(ScaleIn, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          children = _props.children,
          childStyle = _props.childStyle,
          enterDelay = _props.enterDelay,
          maxScale = _props.maxScale,
          minScale = _props.minScale,
          style = _props.style,
          other = (0, _objectWithoutProperties3.default)(_props, ['children', 'childStyle', 'enterDelay', 'maxScale', 'minScale', 'style']);

      var prepareStyles = this.context.muiTheme.prepareStyles;
      var mergedRootStyles = (0, _simpleAssign2.default)({}, {
        position: 'relative',
        height: '100%'
      }, style);

      var newChildren = _react2.default.Children.map(children, function (child) {
        return _react2.default.createElement(_ScaleInChild2.default, {
          key: child.key,
          enterDelay: enterDelay
        }, child);
      });

      return _react2.default.createElement(_TransitionGroup2.default, (0, _extends3.default)({}, other, {
        style: prepareStyles(mergedRootStyles),
        component: 'div'
      }), newChildren);
    }
  }]);
  return ScaleIn;
}(_react.Component);

ScaleIn.defaultProps = {
  enterDelay: 0
};
ScaleIn.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
ScaleIn.propTypes = process.env.NODE_ENV !== 'production' ? {
  childStyle: _propTypes2.default.object,
  children: _propTypes2.default.node,
  enterDelay: _propTypes2.default.number,
  maxScale: _propTypes2.default.number,
  minScale: _propTypes2.default.number
} : {};
exports.default = ScaleIn;
When you're adding or removing children some may be added or removed in the same render pass. We want to show *both* since we want to simultaneously animate elements in and out. This function takes a previous set of keys and a new set of keys and merges them with its best guess of the correct ordering. In the future we may expose some of the utilities in ReactMultiChild to make this easy, but for now React itself does not have this concept of the union of prevChildren and nextChildren so we implement it here.

```javascript

function mergeChildMappings(prev, next) {
  prev = prev || {};
  next = next || {};

  function getValueForKey(key) {
    if (next.hasOwnProperty(key)) {
      return next[key];
    }
    return prev[key];
  }

  var nextKeysPending = {};
  var pendingKeys = [];

  for (var prevKey in prev) {
    if (next.hasOwnProperty(prevKey)) {
      if (pendingKeys.length) {
        nextKeysPending[prevKey] = pendingKeys;
        pendingKeys = [];
      }
    } else {
      pendingKeys.push(prevKey);
    }
  }

  var i = 0;
  var childMapping = {};

  for (var nextKey in next) {
    if (nextKeysPending.hasOwnProperty(nextKey)) {
      for (i = 0; i < nextKeysPending[nextKey].length; i++) {
        var pendingNextKey = nextKeysPending[nextKey][i];
        childMapping[nextKeysPending[nextKey][i]] = getValueForKey(pendingNextKey);
      }
    }
    childMapping[nextKey] = getValueForKey(nextKey);
  }

  return childMapping;
}
```
componentDidAppear() {
  this.animate();
}

componentDidEnter() {
  this.animate();
}

componentWillLeave(callback) {
  var style = _reactDom2.default.findDOMNode(this).style;
  style.opacity = '0';
  _autoPrefix2.default.set(style, 'transform', 'scale(' + this.props.minScale + ')');
  this.leaveTimer = setTimeout(callback, 450);
}

initializeAnimation() {
  var style = _reactDom2.default.findDOMNode(this).style;
  style.opacity = '0';
  _autoPrefix2.default.set(style, 'transform', 'scale(' + this.props.minScale + ')');
  this.leaveTimer = setTimeout(callback, 450);
}

render() {
  var _props = this.props,
      children = _props.children,
      enterDelay = _props.enterDelay,
      maxScale = _props.maxScale,
      minScale = _props.minScale,
      style = _props.style,
      other = (0, _objectWithoutProperties3.default)(_props, ['children', 'enterDelay', 'maxScale', 'minScale', 'style']);
  var prepareStyles = this.context.muiTheme.prepareStyles;
  var mergedRootStyles = (0, _simpleAssign2.default)({},
    { position: 'absolute',
      height: '100%',
      width: '100%',
      top: 0,
      left: 0,
      transition: _transitions2.default.easeOut(null, ['transform', 'opacity'])},
    style);
  return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
    style: prepareStyles(mergedRootStyles)
  }), children);
}
$defineProperty.f(object, index, createDesc(0, value)); else object[index] = value; 

var ITERATOR = require('_wks')('iterator');

var SAFE_CLOSING = false;

try {
  var riter = [7][ITERATOR];
}

iter["return"] = function () {
  SAFE_CLOSING = true;
};

// eslint-disable-next-line no-throw-literal

Array.from(riter, function (i) {
  var throw i = 2; 
});

catch (e) {
  if (e.name !== 'Empty Array') module.exports = function (exec, skipClosing) {
    if (!skipClosing && !SAFE_CLOSING) return false;

    var safe = false;

    try {
      var arr = [7];
      var iter = arr[ITERATOR];

      iter.next = function () {
        return { done: safe = true; }
      };

      arr[ITERATOR] = function () {
        return iter
      };

      exec(arr);
    } catch (e) {
      /* empty */
    }

    return safe;
  }
}

module.exports = function (exec, skipClosing) {
  if (!skipClosing && !SAFE_CLOSING) return false;

  var safe = false;

  try {
    var arr = [7];
    var iter = arr[ITERATOR];

    iter.next = function () {
      return {
        done: safe = true
      };
    };

    arr[ITERATOR] = function () {
      return iter
    };

    exec(arr);
  } catch (e) {
    /* empty */
  }

  return safe;
};

'use strict';

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

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _reactDom = require('react-dom');

var _reactDom2 = _interopRequireDefault(_reactDom);

var _shallowEqual = require('recompose/shallowEqual');

var _shallowEqual2 = _interopRequireDefault(_shallowEqual);

var _autoPrefix = require('../utils/autoPrefix');

var _autoPrefix2 = _interopRequireDefault(_autoPrefix);

var _transitions = require('../styles/transitions');

var _transitions2 = _interopRequireDefault(_transitions);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var CircleRipple = function (_Component) {
  (0, _inherits3.default)(CircleRipple, _Component);

  function CircleRipple() {
    (0, _classCallCheck3.default)(this, CircleRipple);
    return (0, _possibleConstructorReturn3.default)(this, (CircleRipple.__proto__ || (0, _getPrototypeOf2.default)(CircleRipple)).apply(this, arguments));
  }

  (0, _createClass3.default)(CircleRipple, [
    {
      key: 'shouldComponentUpdate',
      value: function shouldComponentUpdate(nextProps) {
        return !(0, _shallowEqual2.default)(this.props, nextProps);
      }
    }, {
      key: 'componentWillUnmount',
      value: function componentWillUnmount() {
        clearTimeout(this.enterTimer);
        clearTimeout(this.leaveTimer);
      }
    }, {
      key: 'componentWillAppear',
      value: function componentWillAppear(callback) {
        this.initializeAnimation(callback);
      }
    }, {
      key: 'componentWillEnter',
      value: function componentWillEnter(callback) {
        this.initializeAnimation(callback);
      }
    }, {
      key: 'componentDidAppear',
      value: function componentDidAppear() {
        this.animate();
      }
    }, {
      key: 'componentDidEnter',
      value: function componentDidEnter() {
        this.animate();
      }
    }, {
      key: 'componentWillLeave',
      value: function componentWillLeave(callback) {
        var style = _reactDom2.default.findDOMNode(this).style;

        style.opacity = 0; // If the animation is aborted, remove from
        the DOM immediately

        var removeAfter = this.props.aborted ? 0 : 2000;
        this.enterTimer = setTimeout(callback, removeAfter);
      }
    }, {
      key: 'animate',
      value: function animate() {
        var style = _reactDom2.default.findDOMNode(this).style;

        var transitionValue = _transitions2.default.easeOut('2s', 'opacity') + ', ' + _transitions2.default.easeOut('1s', 'transform');

        _autoPrefix2.default.set(style, 'transform', 'scale(1)');

        this.initializeAnimation(callback);
      }
    }, {
      key: 'initializeAnimation',
      value: function initializeAnimation(callback) {
        var style = _reactDom2.default.findDOMNode(this).style;

        style.opacity = this.props.opacity;
      }
  ]);
```javascript
  this.state = {
    hovered: false
  },

  _this.handleMouseLeave = function (event) {
    // hover is needed only when a hoverColor is defined
    if (_this.props.hoverColor !== undefined) {
      _this.setState({
        hovered: false
      });
    }
    if (_this.props.onMouseLeave) {
      _this.props.onMouseLeave(event);
    }
  },

  _this.handleMouseEnter = function (event) {
    // hover is needed only when a hoverColor is defined
    if (_this.props.hoverColor !== undefined) {
      _this.setState({
        hovered: true
      });
    }
    if (_this.props.onMouseEnter) {
      _this.props.onMouseEnter(event);
    }
  },

  getStyles = (props, context, state) => {
    var hoverColor = props.hoverColor,
        color = props.color;
    return {
      'color': hoverColor || color,  // hoverColor has priority
      'transition': _transitions2.default.easeOut()
    };
  }

 ._reactComponentProps = {
    className: 'react-component',
    style: {opacity: 0.1,}
  },

  _extends3 = _interopRequireDefault(_extends2);

  _getPrototypeOf3 = _interopRequireDefault(_getPrototypeOf2);

  _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

  _createClass3 = _interopRequireDefault(_createClass2);

  _possibleConstructorReturn2 = _interopRequireDefault(_possibleConstructorReturn2);

  _inherits3 = _interopRequireDefault(_inherits2);

  _simpleAssign = require('simple-assign');

  _simpleAssign2 = _interopRequireDefault(_simpleAssign);

  _react = require('react');

  _react2 = _interopRequireDefault(_react);

  _propTypes = require('prop-types');

  _propTypes2 = _interopRequireDefault(_propTypes);

  _transitions = require('../styles/transitions');

  _transitions2 = _interopRequireDefault(_transitions);

  function _interopRequireDefault(obj) {
    return obj && obj.__esModule ? obj : {
      default: obj
    };
  }
```

---

Open Source Used In MSX SD-Branch Service Pack 4.0.0 1328
paper container will have a border radius.

* Set this to false to generate a container with sharp corners.

*r

**style:

* Set to false to disable CSS transitions for the paper element.

* This number represents the zDepth of the paper shadow.

*z

/**
   * This number represents the zDepth of the paper shadow.
   */

 paper container will have a border radius.}
Open Source Used In MSX SD-Branch Service Pack 4.0.0

```javascript
_props.onKeyDown,
          onNewRequest = _props.onNewRequest,
          onUpdateInput =
          _props.popoverProps,
searchTextProp = _props.searchText,
other = (0,
_objectWithoutProperties3.default(_props, ['anchorOrigin', 'animated', 'animation', 'dataSource', 'dataSourceConfig',
'disableFocusRipple', 'errorStyle', 'floatingLabelText', 'filter', 'fullWidth', 'style', 'hintText', 'maxSearchResults',
'menuCloseDelay', 'textFieldStyle', 'menuStyle', 'menuProps', 'listStyle', 'targetOrigin', 'onBlur', 'onClose', 'onFocus',
'onKeyDown', 'onNewRequest', 'onUpdateInput', 'openOnFocus', 'popoverProps', 'searchText'])

var ref2 = popoverProps || {};

popoverStyle = ref2.style;
popoverOther = (0,
_objectWithoutProperties3.default(ref2, ['style']));
var state = this.state,
open = _state.open,
anchorEl = _state.anchorEl,
searchText = _state.searchText,
focusTextField = _state.focusTextField;
var prepareStyles = this.context.muiTheme.prepareStyles;
var styles =
getStyles(this.props, this.context, this.state);
var requestsList = [];
dataSource.every(function (item, index) {
  switch (typeof item) {
    case 'undefined':
      if (filter(searchText, item, item)) {
        requestsList.push({
          text: item,
          value: _react.createElement(_MenuItem.default, {
            innerDivStyle: styles.innerDiv,
            value: item,
            primaryText: item,
            disableFocusRipple: disableFocusRipple,
            key: index
          })
        });
        break;
      }

    case 'object':
      if (item && typeof item[_this.props.dataSourceConfig.text] === 'string') {
        var itemValue = item[_this.props.dataSourceConfig.value];
        if (itemValue && itemValue.type && itemValue.type.muiName === _MenuItem.default.muiName) {
          requestsList.push({
            text: itemValue,
            value: _react.cloneElement(itemValue, {
              key: index,
              disableFocusRipple: disableFocusRipple,
              style: styles.innerDiv
            })
          });
        } else {
          requestsList.push({
            text: itemValue,
            value: _react.createElement(_MenuItem.default, {
              innerDivStyle: styles.innerDiv,
              primaryText: itemValue,
              disableFocusRipple: disableFocusRipple,
              key: index
            })
          });
        }
      }

    default: // Do nothing
  }

  return !(maxSearchResults && maxSearchResults > 0 && requestsList.length ===
  maxSearchResults);
});
this.requestsList = requestsList;

var menu = open && requestsList.length >
  0 && _react.createElement(_Menu.default, (0, _extends3.default)({
    ref: 'menu',
    autoWidth: false,
    disableAutoFocus: focusTextFieldField,
    onEscKeyDown: this.handleEscKeyDown,
    initiallyKeyboardFocused: true,
    onItemClick: this.handleItemClick,
    onMouseDown: this.handleMouseDown,
    autoWidth: this.context.muiTheme.autoWidth,
    listStyle: this.context.muiTheme.listStyle,
    menuProps: this.context.muiTheme.menuProps,
    map: this.context.muiTheme.map,
    children: this.context.muiTheme.children,
    style: this.context.muiTheme.style,
    textFieldStyle: this.context.muiTheme.textFieldStyle,
    hintText: this.context.muiTheme.hintText,
    fullWidth: this.context.muiTheme.fullWidth,
    multiLine: this.context.muiTheme.multiLine,
    errorStyle: this.context.muiTheme.errorStyle,
    textFieldStyle: this.context.muiTheme.textFieldStyle,
    errorStyle: this.context.muiTheme.errorStyle,
    other: this.context.muiTheme.other,
  }, menuProps)), requestsList.map(function (i) {
    return i.value;
}));
this.menu = menu;

var state = this.state,
open = _state.open,
anchorEl = _state.anchorEl,
searchText = _state.searchText,
focusTextField = _state.focusTextField;
var prepareStyles = this.context.muiTheme.prepareStyles;
var styles =
getStyles(this.props, this.context, this.state);
var requestsList = [];
dataSource.every(function (item, index) {
  switch (typeof item) {
    case 'undefined':
      if (filter(searchText, item, item)) {
        requestsList.push({
          text: item,
          value: _react.createElement(_MenuItem.default, {
            innerDivStyle: styles.innerDiv,
            value: item,
            primaryText: item,
            disableFocusRipple: disableFocusRipple,
            key: index
          })
        });
        break;
      }

    case 'object':
      if (item && typeof item[_this.props.dataSourceConfig.text] === 'string') {
        var itemValue = item[_this.props.dataSourceConfig.value];
        if (itemValue && itemValue.type && itemValue.type.muiName === _MenuItem.default.muiName) {
          requestsList.push({
            text: itemValue,
            value: _react.createElement(_MenuItem.default, {
              innerDivStyle: styles.innerDiv,
              primaryText: itemValue,
              disableFocusRipple: disableFocusRipple,
              key: index
            })
          });
        } else {
          requestsList.push({
            text: itemValue,
            value: _react.createElement(_MenuItem.default, {
              innerDivStyle: styles.innerDiv,
              primaryText: itemValue,
              disableFocusRipple: disableFocusRipple,
              key: index
            })
          });
        }
      }

    default: // Do nothing
  }

  return !(maxSearchResults && maxSearchResults > 0 && requestsList.length ===
  maxSearchResults);
});
this.requestsList = requestsList;

var menu = open && requestsList.length >
  0 && _react.createElement(_Menu.default, (0, _extends3.default)({
    ref: 'menu',
    autoWidth: false,
    disableAutoFocus: focusTextFieldField,
    onEscKeyDown: this.handleEscKeyDown,
    initiallyKeyboardFocused: true,
    onItemClick: this.handleItemClick,
    onMouseDown: this.handleMouseDown,
    autoWidth: this.context.muiTheme.autoWidth,
    listStyle: this.context.muiTheme.listStyle,
    menuProps: this.context.muiTheme.menuProps,
    map: this.context.muiTheme.map,
    children: this.context.muiTheme.children,
    style: this.context.muiTheme.style,
    textFieldStyle: this.context.muiTheme.textFieldStyle,
    hintText: this.context.muiTheme.hintText,
    fullWidth: this.context.muiTheme.fullWidth,
    multiLine: this.context.muiTheme.multiLine,
    errorStyle: this.context.muiTheme.errorStyle,
    textFieldStyle: this.context.muiTheme.textFieldStyle,
    errorStyle: this.context.muiTheme.errorStyle,
    other: this.context.muiTheme.other,
  }, menuProps)), requestsList.map(function (i) {
    return i.value;
}));
this.menu = menu;
```
disableFocusRipple: true,
filter: function filter(searchText, key) {
  return searchText !== "" &&
  key.indexOf(searchText) !== -1
},
fullWidth: false,
open: false,
onOpenOnFocus: false,
onUpdateInput: function onUpdateInput() {},
onNewRequest: function onNewRequest() {}
}
}

menuCloseDelay: 300,
targetOrigin: {
  vertical: 'top',
  horizontal: 'left'
}

AutoComplete.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

AutoComplete.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * Location of the anchor for the auto complete.
   */
  anchorOrigin: _propTypes4.default.origin,

  /**
   * If true, the auto complete is animated as it is toggled.
   */
  animated: _propTypes2.default.bool,

  /**
   * Override the default animation component used.
   */
  animation: _propTypes2.default.func,

  /**
   * Array of strings or nodes used to populate the list.
   */
  dataSource: _propTypes2.default.array.isRequired,

  /**
   * Config for objects list dataSource.
   */
  dataSourceConfig: _propTypes2.default.object,

  /**
   * Disables focus ripple when true.
   */
  disableFocusRipple: _propTypes2.default.bool,

  /**
   * Override style prop for error.
   */
  errorStyle: _propTypes2.default.object,

  /**
   * The error content to display.
   */
  errorText: _propTypes2.default.node,

  /**
   * Callback function used to filter the auto complete.
   *
   * @param {string} searchText The text to search for within `dataSource`
   * @param {string} key `dataSource` element or `text` property on that element if it's not a string.
   * @returns {boolean} `true` indicates the auto complete list will include `key` when the input is `searchText`
   */
  filter: _propTypes2.default.func,

  /**
   * The content to use for adding floating label element.
   */
  floatingLabelText: _propTypes2.default.node,

  /**
   * If true, the field receives the property `width: 100%`.
   */
  fullWidth: _propTypes2.default.bool,

  /**
   * The hint content to display.
   */
  hintText: _propTypes2.default.node,

  /**
   * Override style for list.
   */
  listStyle: _propTypes2.default.object,

  /**
   * The max number of search results to be shown.
   */
  maxSearchResults: _propTypes2.default.number,

  /**
   * Props to be passed to menu.
   */
  menuProps: _propTypes2.default.object,

  /**
   * Text being input to auto complete.
   */
  searchText: _propTypes2.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Origin for location of target.
   */
  targetOrigin: _propTypes4.default.origin,

  /**
   * Override the inline-styles of AutoComplete's `textField` element.
   */
  textFieldStyle: _propTypes2.default.object,

  /**
   * Auto complete list item is selected, or enter is pressed in the `TextField`.
   */
  onNewRequest: _propTypes2.default.func,

  /**
   * Callback function fired when the menu is closed.
   */
  onClose: _propTypes2.default.func,

  /**
   * Callback function fired when a list item is selected, or enter is pressed in the `TextField`.
   */
  onNewRequest: _propTypes2.default.func,

  /**
   * Callback function that is fired when the user updates the `TextField`.
   */
  onUpdateInput: _propTypes2.default.func,

  /**
   * Callback function that is fired when the user updates the `textField`.
   */
  onNewRequest: _propTypes2.default.func,

  /**
   * Props to be passed to popover.
   */
  popoverProps: _propTypes2.default.object,

  /**
   * Props to be passed to popover.
   */
  popoverProps: _propTypes2.default.object,

  /**
   * Origin for location of target.
   */
  targetOrigin: _propTypes4.default.origin,

  /**
   * Override the inline-styles of AutoComplete's `textField` element.
   */
  textFieldStyle: _propTypes2.default.object,

  /**
   * Text being input to auto complete.
   */
  searchText: _propTypes2.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Origin for location of target.
   */
  targetOrigin: _propTypes4.default.origin,

  /**
   * Override the inline-styles of AutoComplete's `textField` element.
   */
  textFieldStyle: _propTypes2.default.object,

  /**
   * Text being input to auto complete.
   */
  searchText: _propTypes2.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Origin for location of target.
   */
  targetOrigin: _propTypes4.default.origin,

  /**
   * Override the inline-styles of AutoComplete's `textField` element.
   */
  textFieldStyle: _propTypes2.default.object,

  /**
   * Text being input to auto complete.
   */
  searchText: _propTypes2.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Origin for location of target.
   */
  targetOrigin: _propTypes4.default.origin,

  /**
   * Override the inline-styles of AutoComplete's `textField` element.
   */
  textFieldStyle: _propTypes2.default.object,

  /**
   * Text being input to auto complete.
   */
  searchText: _propTypes2.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Origin for location of target.
   */
  targetOrigin: _propTypes4.default.origin,

  /**
   * Override the inline-styles of AutoComplete's `textField` element.
   */
  textFieldStyle: _propTypes2.default.object,

  /**
   * Text being input to auto complete.
   */
  searchText: _propTypes2.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Origin for location of target.
   */
  targetOrigin: _propTypes4.default.origin,

  /**
   * Override the inline-styles of AutoComplete's `textField` element.
   */
  textFieldStyle: _propTypes2.default.object,

  /**
   * Text being input to auto complete.
   */
  searchText: _propTypes2.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Origin for location of target.
   */
  targetOrigin: _propTypes4.default.origin,

  /**
   * Override the inline-styles of AutoComplete's `textField` element.
   */
  textFieldStyle: _propTypes2.default.object,

  /**
   * Text being input to auto complete.
   */
  searchText: _propTypes2.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Origin for location of target.
   */
  targetOrigin: _propTypes4.default.origin,

  /**
   * Override the inline-styles of AutoComplete's `textField` element.
   */
  textFieldStyle: _propTypes2.default.object,

  /**
   * Text being input to auto complete.
   */
  searchText: _propTypes2.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Origin for location of target.
   */
  targetOrigin: _propTypes4.default.origin,

  /**
   * Override the inline-styles of AutoComplete's `textField` element.
   */
  textFieldStyle: _propTypes2.default.object,

  /**
   * Text being input to auto complete.
   */
  searchText: _propTypes2.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,
function (key) {
  var returnText = '';
  returnText += 'Hello World!';
  return returnText;
}

var key = 'World';
var result = returnText(key, key);
console.log(result);
runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _createClass2 = require('babel-runtime/helpers/createClass');

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _inherits2 = require('babel-runtime/helpers/inherits');

var _simpleAssign2 = require('simple-assign');

var _react = require('react');

var _propTypes2 = require('prop-types');

var _reactEventListener2 = require('react-event-listener');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var rowsHeight = 24;

function getStyles(props, context, state) {
  return {
    root: {
      position: 'relative' // because the shadow has position: 'absolute'
    },
    textarea: {
      height: state.height,
      width: '100%',
      resize: 'none',
      font: 'inherit',
      padding: 0,
      cursor: 'inherit'
    },
    shadow: {
      resize: 'none',
      // Overflow also needed to here to remove the extra row in added to textareas in Firefox. In overflow:
      // hidden,_visible needed to hide the extra text area on ipads. visibility: 'hidden'
    }
  };
}

var EnhancedTextarea = function (_Component) {
  (0, _inherits3.default)(EnhancedTextarea, _Component);

  function EnhancedTextarea() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, EnhancedTextarea);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = EnhancedTextarea.__proto__ || (0, _getPrototypeOf2.default)(EnhancedTextarea)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      height: null
    }, _this.handleResize = function (event) {
      _this.syncHeightWithShadow(_this.props.value, event);
    }, _this.handleChange = function (event) {
      if (!_this.props.hasOwnProperty('value')) {
        _this.syncHeightWithShadow(event.target.value);
      }

      if (_this.props.hasOwnProperty('valueLink')) {
        _this.props.valueLink.requestChange(event.target.value);
      }

      if (_this.props.onChange) {
        _this.props.onChange(event);
      }
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(EnhancedTextarea, [{
    key: 'componentWillMount',
    value: function componentWillMount() {
      this.setState({
        height: this.props.rows * rowsHeight
      });
    }
  }, {
    key: 'componentDidMount',
    value: function componentDidMount() {
      this.syncHeightWithShadow(this.props.value);
    }
  }, {
    key: 'componentWillReceiveProps',
    value: function componentWillReceiveProps(nextProps) {
      if (nextProps.value !== this.props.value || nextProps.rowsMax !== this.props.rowsMax) {
        this.syncHeightWithShadow(nextProps.value, null, nextProps);
      }
    }
  }, {
    key: 'getInputNode',
    value: function getInputNode() {
      return this.refs.input;
    }
  }, {
    key: 'setValue',
    value: function setValue(value) {
      this.getInputNode().value = value;
      this.syncHeightWithShadow(value);
    }
  }]);

  _possibleConstructorReturn3.default(_this, _ret);};

Open Source Used In MSX SD-Branch Service Pack 4.0.0 1340
if (this.state.height !== newHeight) {
  var cursorPosition = this.refs.input.selectionEnd;
  var input = this.refs.input;
  var cursorPosition = input.selectionEnd;
  this.setState({
    height: newHeight
  }, function () {
    input.setSelectionRange(cursorPosition, cursorPosition);
  });
  if (props.onHeightChange) {
    props.onHeightChange(event, newHeight);
  }
}

    if (this.props.hasOwnProperty('valueLink')) {
      other.value = valueLink.value;
      props.valueLink = valueLink;
    }

    return _react.default.createElement(_reactEventListener.default, {
      target: 'window',
      onResize: this.handleResize
    }), _react.default.createElement('textarea', (0, _extends.default)({
      ref: 'shadow',
      rows: this.props.rows,
      style: prepareStyles(shadowStyles),
      tabIndex: '-1',
      value: this.props.value
    }, props)),
    _react.default.createElement('textarea', (0, _extends.default)({}, other, {
      ref: 'input',
      rows: this.props.rows,
      style: prepareStyles(textareaStyles),
      onChange: this.handleChange
    }));
  })};

exports.default = EnhancedTextarea;
must either be null or a function");
  }

  subClass.prototype = Object.create(superClass &&
  superClass.prototype, { constructor: { value: superClass, writable: true, configurable: true } });

  if (superClass) setPrototypeOf(subClass, superClass);

  function _setPrototypeOf(o, p) {
    module.exports = _setPrototypeOf = Object.setPrototypeOf || function _setPrototypeOf(o,
    p) { o._proto_ = p; return o; };

    return _setPrototypeOf(o, p);
  }

  module.exports = _inherits;

  function _setPrototypeOf(source, excluded) {
    if (source == null) return {};

    var key, i;
    var target = sourceWithoutPropertiesLoose(target, excluded);

    for (i = 0; i < sourceSymbolKeys.length; i++) {
      key = sourceSymbolKeys[i];
      continue;}

    if (!Object.prototype.propertyIsEnumerable.call(source, key)) continue;

    target[key] = source[key];

    return target;
  }

  function _objectWithoutPropertiesLoose(source, excluded) {
    if (source == null) return {};

    var target = {};

    for (var key in source) {
      if (excluded.indexOf(key) >= 0) continue;
      target[key] = source[key];
    }

    return target;
  }

  function _objectWithoutProperties(source, excluded) {
    if (source == null) return {};

    var target = {};

    for (var key in source) {
      if (excluded.indexOf(key) >= 0) continue;
      target[key] = source[key];
    }

    return target;
  }

  function _extends() {
    module.exports = _extends = Object.assign || function _extends(target) {
      for (var i = 1; i < arguments.length; i++) {
        var source = arguments[i];

        for (var key in source) {
          if (Object.prototype.hasOwnProperty.call(source, key)) {
            target[key] = source[key];
          }
        }
      }

      return target;
    };

    return _extends.apply(this, arguments);
  }

  var warning = function warning() {};

  if (__DEV__) {
    var printWarning = function printWarning(format, args) {
      var len = arguments.length;
      args = new Array(len > 2 ? len - 2 : 0);

      for (var key = 2; key < len; key++) {
        args[key - 2] = arguments[key];
      }

      var argIndex = 0;

      try {
        throw new Error('Warning: ' + format.replace(/%s/g, function () {
          return args[argIndex++];
        }));
      } catch (x) {
        throw x;
      }

      var warning = function warning() {};

      if (!warning) {
        throw new Error('Warning: ' + format.replace(/%s/g, function () {
          return args[argIndex++];
        }));
      }

      var message = 'Warning: ' + format.replace(/%s/g, function () {
        return args[argIndex++];
      });

      if (typeof console !== 'undefined') {
        console.error(message);
      }

      try {
        // --- Welcome to debugging React ---
        // This error was thrown as a convenience so that you can use this stack // to find the callsite that caused this warning to fire.

        if (false) {
          console.error(message);
        }

        if (true) {
          throw new Error(message);
        }
      } finally {

        var warning = function warning() {};

        if (!warning) {
          throw new Error('Warning: ' + format.replace(/%s/g, function () {
            return args[argIndex++];
          }));
        }

        var message = 'Warning: ' + format.replace(/%s/g, function () {
            return args[argIndex++];
        });

        if (typeof console !== 'undefined') {
          console.error(message);
        }

        try {
          throw new Error(message);
        } finally {

          if (false) {
            console.error(message);
          }

          if (true) {
            throw new Error(message);
          }
        }
      }
    }

    warning = function warning(condition, format, args) {
      var len = arguments.length;
      args = new Array(len > 2 ? len - 2 : 0);

      for (var key = 2; key < len; key++) {
        args[key - 2] = arguments[key];
      }

      var warning = function warning() {};

      if (!warning) {
        throw new Error('Warning: ' + format.replace(/%s/g, function () {
          return args[argIndex++];
        }));
      }

      var message = 'Warning: ' + format.replace(/%s/g, function () {
        return args[argIndex++];
      });

      if (typeof console !== 'undefined') {
        console.error(message);
      }

      try {
        throw new Error(message);
      } finally {

        var warning = function warning() {};

        if (!warning) {
          throw new Error('Warning: ' + format.replace(/%s/g, function () {
            return args[argIndex++];
          }));
        }

        var message = 'Warning: ' + format.replace(/%s/g, function () {
            return args[argIndex++];
        });

        if (typeof console !== 'undefined') {
          console.error(message);
        }

        try {
          throw new Error(message);
        } finally {

          if (false) {
            console.error(message);
          }

          if (true) {
            throw new Error(message);
          }
        }
      }
    }

    var _extends = function _extends(target) {
      for (var i = 1; i < arguments.length; i++) {
        var source = arguments[i];

        for (var key in source) {
          if (Object.prototype.hasOwnProperty.call(source, key)) {
            target[key] = source[key];
          }
        }
      }

      return target;
    };

    _extends.apply(this, arguments);
  }

  var __DEV__ = process.env.NODE_ENV !== 'production';

  var warning = function warning() {};

  if (__DEV__) {
    var printWarning = function printWarning(format, args) {
      var len = arguments.length;
      args = new Array(len > 2 ? len - 2 : 0);

      for (var key = 2; key < len; key++) {
        args[key - 2] = arguments[key];
      }

      var argIndex = 0;

      try {
        throw new Error('Warning: ' + format.replace(/%s/g, function () {
          return args[argIndex++];
        }));
      } catch (x) {
        throw x;
      }

      var warning = function warning() {};

      if (!warning) {
        throw new Error('Warning: ' + format.replace(/%s/g, function () {
          return args[argIndex++];
        }));
      }

      var message = 'Warning: ' + format.replace(/%s/g, function () {
        return args[argIndex++];
      });

      if (typeof console !== 'undefined') {
        console.error(message);
      }

      try {
        throw new Error(message);
      } finally {

        var warning = function warning() {};

        if (!warning) {
          throw new Error('Warning: ' + format.replace(/%s/g, function () {
            return args[argIndex++];
          }));
        }

        var message = 'Warning: ' + format.replace(/%s/g, function () {
            return args[argIndex++];
        });

        if (typeof console !== 'undefined') {
          console.error(message);
        }

        try {
          throw new Error(message);
        } finally {

          if (false) {
            console.error(message);
          }

          if (true) {
            throw new Error(message);
          }
        }
      }
    }

    warning = function warning(condition, format, args) {
      var len = arguments.length;
      args = new Array(len > 2 ? len - 2 : 0);

      for (var key = 2; key < len; key++) {
        args[key - 2] = arguments[key];
      }

      var warning = function warning() {};

      if (!warning) {
        throw new Error('Warning: ' + format.replace(/%s/g, function () {
          return args[argIndex++];
        }));
      }

      var message = 'Warning: ' + format.replace(/%s/g, function () {
        return args[argIndex++];
      });

      if (typeof console !== 'undefined') {
        console.error(message);
      }

      try {
        throw new Error(message);
      } finally {

        var warning = function warning() {};

        if (!warning) {
          throw new Error('Warning: ' + format.replace(/%s/g, function () {
            return args[argIndex++];
          }));
        }

        var message = 'Warning: ' + format.replace(/%s/g, function () {
            return args[argIndex++];
        });

        if (typeof console !== 'undefined') {
          console.error(message);
        }

        try {
          throw new Error(message);
        } finally {

          if (false) {
            console.error(message);
          }

          if (true) {
            throw new Error(message);
          }
        }
      }
    }

  }

  var TextFieldHint = function TextFieldHint(props) {
    var prepareStyles = props.muiTheme.textField.prepareStyles,
      style = props.style,
      text = props.text;

    var styles = getStyles(props);

    return _react.default.createElement('div', {
      style: prepareStyles((0, _simpleAssign2.default)(styles.root,
        style))
    }, text);
  }

  TextFieldHint.propTypes = process.env.NODE_ENV !== 'production' ? {
    /**
     * @ignore
     * The material-ui theme applied to this component.
     */
    muiTheme:
  } : undefined;

  var _simpleAssign = require('simple-assign');

  var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

  var _react = require('react');

  var _react2 = _interopRequireDefault(_react);

  var _propTypes = require('prop-types');

  var _propTypes2 = _interopRequireDefault(_propTypes);

  var _transitions = require('../styles/transitions');

  var _transitions2 = _interopRequireDefault(_transitions);

  function _interopRequireDefault(obj) {
    return obj && obj.__esModule ? obj : {
      default: obj
    };
  }

  function getStyles(props) {
    var hintColor = propsmuiTheme.textField.hintColor,
      show = props.show;

    return {
      root: {
        position: 'absolute',
        opacity: show ? 1 : 0,
        color: hintColor,
        transition: _transitions2.default.easeOut(),
        bottom: 12
      }
    };
  }

  Open Source Used In MSX SD-Branch Service Pack 4.0.0 1342
_propTypes2.default.object.isRequired,

  /**
   * True if the hint text should be visible.
   */
  show: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * The hint text displayed.
   */
  text: _propTypes2.default.node
}:

TextFieldHint.defaultProps = {
  show: true
};
exports.default = TextFieldHint;

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

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _transitions = require('../styles/transitions');

var _transitions2 = _interopRequireDefault(_transitions);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule?
    obj : {
      default: obj
    };
}

function getStyles(props) {
  var defaultStyles = {
    position: 'absolute',
    lineHeight: '22px',
    top: 38,
    transition: _transitions2.default.easeOut(),
    zIndex: 1
  };
  var shrinkStyles = props.shrink ? (0, _simpleAssign2.default)({
    transform: 'scale(0.75) translate(0, -28px)',
    pointerEvents: 'none'
  }, props.shrinkStyle) : null;
  return {
    root: (0, _simpleAssign2.default)(defaultStyles, props.style, shrinkStyles)
  };
}

var TextFieldLabel = function TextFieldLabel(props) {
  var muiTheme = props.muiTheme,
    className = props.className,
    children = props.children,
    htmlFor = props.htmlFor,
    onClick = props.onClick;
  var prepareStyles = muiTheme.prepareStyles;
  var styles = getStyles(props);
  return _react2.default.createElement('label', {
    className: className,
    style: prepareStyles(styles.root),
    htmlFor: htmlFor,
    onClick: onClick
  }, children);
}

TextFieldLabel.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * The label contents.
   */
  children: _propTypes2.default.node,

  /**
   * The css class name of the root element.
   */
  className: _propTypes2.default.string,

  /**
   * Disables the label if set to true.
   */
  disabled: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the underline when parent `TextField`
   * is disabled.
   */
  disabledStyle: _propTypes2.default.object,

  /**
   * True if the parent `TextField` has an error.
   */
  error: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the underline when parent `TextField`
   * has an error.
   */
  errorStyle: _propTypes2.default.object,

  /**
   * True if the parent `TextField` is focused.
   */
  focus: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the underline when parent `TextField`
   * is focused.
   */
  focusStyle: _propTypes2.default.object,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Override the inline-styles of the underline when parent `TextField`
   * is disabled.
   */
  disabledStyle: _propTypes2.default.object,

  /**
   * True if the parent `TextField` has an error.
   */
  error: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the underline when parent `TextField`
   * has an error.
   */
  errorStyle: _propTypes2.default.object,

  /**
   * True if the parent `TextField` is focused.
   */
  focus: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the underline when parent `TextField`
   * is focused.
   */
  focusStyle: _propTypes2.default.object
} : {};
TextFieldLabel.defaultProps = {
  disabled: false,
  disabledStyle: {},
  error: false,
  errorStyle: {},
  focus: false,
  focusStyle: {},
  style: {}
};

export { TextFieldLabel as default };
disabledStyle = props.disabledStyle,
error = props.error,
errorStyle = props.errorStyle,
focus = props.focus,
focusStyle = props.focusStyle,
muiTheme = props.muiTheme,
style = props.style,
var errorStyleColor = errorStyle.color;
var prepareStyles = muiTheme.prepareStyles,
muiTheme$textField = muiTheme.textField,
borderColor = muiTheme$textField.borderColor,
disabledTextContentColor = muiTheme$textField.disabledTextContentColor,
errorColor = muiTheme$textField.errorColor,
focusColor = muiTheme$textField.focusColor,
var styles = {
  root: {
    borderTop: 'none',
    borderLeft: 'none',
    borderRight: 'none',
    borderBottomStyle: 'solid',
    borderBottomWidth: 1,
    borderColor: borderColor,
  },
  disabled: {
    borderBottomStyle: 'dotted',
    borderBottomWidth: 2,
    borderColor: disabledTextContentColor
  },
  error: {
    borderColor: errorStyleColor ? errorStyleColor : errorColor
  },
  focus: {
    borderColor: focusColor
  }
};
return _react.default.createElement('div', null, _react.default.createElement('hr', {
  'aria-hidden': 'true',
  style: prepareStyles(underline)
}), _react.default.createElement('hr', {
  'aria-hidden': 'true',
  style: prepareStyles(focusedUnderline)
}));

TextFieldUnderline.propTypes = process.env.NODE_ENV !== 'production' ? _propTypes.PropTypes : {};
TextFieldUnderline.defaultProps = defaultProps;
exports.default = TextFieldUnderline;

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

exports.HotKeyHolder = undefined;

function _classCallCheck2(obj, Constructor) {
  if (Constructor === null) throw new TypeError('Superexpr cannot be null or undefined');
  if (typeof Constructor !== 'function') throw new TypeError('Constructor must be a function');
  if (obj !== Constructor.prototype) throw new TypeError('Object must extend Constructor');
}

function _createClass2(Constructor, proto, constructor) {
  if (constructor === null) throw new TypeError('Superexpr cannot be null or undefined');
  if (typeof Constructor !== 'function') throw new TypeError('Constructor must be a function');
  if (proto === undefined && !constructor.prototype) throw new TypeError('Proto must be a function錾焘
  _classCallCheck2(Constructor, constructor);
  Constructor.prototype = proto;
  Constructor.__proto__ = proto;
}

var Subheader = function Subheader(props, context) {
  var children = props.children,
      inset = props.inset,
      style = props.style,
      other = (0, _objectWithoutProperties2.default)(props, ['children', 'inset', 'style']);
  var muiTheme = context.muiTheme;
  var subheader = muiTheme.subheader;
  var styles = {
    root: {
      boxSizing: 'border-box',
      color: subheader.color,
      fontSize: 14,
      fontWeight: subheader.fontWeight,
      lineHeight: '48px',
      paddingLeft: inset ? 72 : 16,
      width: '100%'
    }
  };
  return _react.default.createElement('div', (0, _extends3.default)({}, other, {
    style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))
  }), children);
};

Subheader.muiName = 'Subheader';
Subheader.propTypes = process.env.NODE_ENV !== 'production' ? {
  /**
   * Node that will be placed inside the `Subheader`.
   */
  children: _propTypes.PropTypes.node,

  /**
   * If true, the `Subheader` will be indented.
   */
  inset: _propTypes.PropTypes.bool,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes.PropTypes.object
} : {};
Subheader.defaultProps = {
  inset: false
};
Subheader.contextTypes = {
  muiTheme: _propTypes.PropTypes.object.isRequired
};
exports.default = Subheader;

Open Source Used In MSX SD-Branch Service Pack 4.0.0 1344
_classCallCheck3.default)(this, HotKeyHolder); 

this.clear = function () {
this.timerId = null;

this.lastKeys = null;

(0, _createClass3.default)(HotKeyHolder, [{ key: 'append', value: function append(key) {
this.clearTimeout(this.timerId);
this.timerId = setTimeout(this.clear, 500);

return this.lastKeys = (this.lastKeys || '') + key;
} }]);

return HotKeyHolder;
};

(0, _createClass3.default)(HotKeyHolder, [{ key: 'append', value: function append(key) {
this.timerId = clearTimeout(this.timerId);
this.timerId = setTimeout(this.clear, 500);
return this.lastKeys = (this.lastKeys || '') + key;
} }]);

return HotKeyHolder;
};

export default HotKeyHolder;

/**
 * lodash (Custom Build)
 * <https://lodash.com/>
 * Copyright jQuery Foundation and other contributors <https://jquery.org/>
 * Released under MIT license <https://lodash.com/license>
 * Based on Underscore.js 1.8.3 <https://underscopes.org/LICENSE>
 */

/** Used as the `TypeError` message for `Function` methods. */

var FUNC_ERROR_TEXT = 'Expected a function';
/** Used as references for various `Number` constants. */

var NAN = 0 / 0; /* Built-in method references without a dependency on `lodash`. */

var freeParseInt = parseInt;
/** Detect free variable `global` from Node.js. */

var freeGlobal = typeof global == 'object' && global && global.Object === Object && global;
/** Detect free variable `self`. */

var freeSelf = typeof self == 'object' && self && self.Object === Object && self;
/** Used as a reference to the global object. */

var root = freeGlobal || freeSelf || Function('return this')();
/** Used for built-in method references. */

var objectProto = Object.prototype;
/**
 * Used to resolve the `toStringTag` of values.
 * @memberOf _
 * @since 2.4.0
 * @category Date
 * @returns {number} Returns the timestamp.
 */

var now = function now() {
  return root.Date.now();
};
/**
 * Creates a debounced function that delays invoking `func` until after `wait`
 * milliseconds have elapsed since the last time the debounced function was
 * invoked. The debounced function comes with a `cancel` method to cancel
 * delayed `func` invocations and a `flush` method to immediately invoke
 * them. Provide `options` to indicate whether `func` should be invoked on the
 * leading and/or trailing edge of the `wait` timeout. The `func` is invoked
 * with the last arguments provided to the debounced function. Subsequent
 * calls to the debounced function return the result of the last `func`
 * invocation. If `leading` and/or `trailing` options are `true`, `func`
 * is invoked on the trailing edge of the timeout only if the debounced
 * function's return value is used more than once during the `wait` timeout.
 * `func` is `false` if `wait` is `0` and `leading` is `false`. `func`
 * invocation is deferred until the next tick, similar to `setTimeout` with a
 * timeout of `0`. See [David Corbacho's article](https://css-tricks.com/debouncing-throttling-explained-examples/) for details over the differences between
 * `_.debounce` and `_.throttle`. */

var debounce = function(func, wait, options) {

  var result; 

  return function() {
    var lastArgs = arguments, lastThis = this;

    return result = debounced 

      ? result(0, lastThis, lastArgs) 

      : func.apply(lastThis, lastArgs)

    , debounced

    = false;

    return this;

  };

};
```
lastArgs,
  lastThis,
  maxWait,
  result,
  timerId,
  lastCallTime,
  lastInvokeTime = 0,
  leading = false,
  maxing = false,
  trailing = true;

if (typeof func != 'function') {
  throw new
  TypeError(FUNC_ERROR_TEXT);
}

var
  wait = toNumber(wait) || 0,
  fn = func,
  postman = false,
  maxWait = maxing ?
  nativeMax(toNumber(options.maxWait) || 0, wait) : maxWait,
  maxing = false,
  trailing = true;

if (typeof func != 'function') {
  throw new
  TypeError(FUNC_ERROR_TEXT);
}

wait = toNumber(wait) || 0;

if (isObject(options)) {
  leading = !!options.leading;
  maxing = 'maxWait' in options;
  maxWait = maxing ?
  nativeMax(toNumber(options.maxWait), wait) : maxWait;
  trailing = 'trailing' in options ? !!options.trailing :
  trailing;
}

if (typeof func != 'function') {
  throw new
  TypeError(FUNC_ERROR_TEXT);
}

wait = toNumber(wait) || 0;

if (isObject(options)) {
  leading = !!options.leading;
  maxing = 'maxWait' in options;
  maxWait = maxing ?
  nativeMax(toNumber(options.maxWait) || 0, wait) : maxWait;
  trailing = 'trailing' in options ? !!options.trailing :
  trailing;
}

function invokeFunc(time) {
  var
    args = lastArgs,
    thisArg = lastThis,
    lastArgs =
    lastThis = undefined;
  lastInvokeTime = time;

  result = func.apply(thisArg, args);
}

function leadingEdge(time) {
  // Reset any `maxWait` timer.
  lastInvokeTime = time; // Start the timer for the
  trailing edge.

  timerId = setTimeout(timerExpired, wait); // Invoke the leading edge.

  return leading ?
  invokeFunc(time) : result;
}

function remainingWait(time) {
  var
    timeSinceLastCall = time - lastCallTime,
    timeSinceLastInvoke = time - lastInvokeTime,
    result = wait - timeSinceLastCall;

  return maxing ? nativeMin(result, maxWait - timeSinceLastInvoke) : result;
}

function shouldInvoke(time) {
  var
    timeSinceLastCall = time - lastCallTime,
    timeSinceLastInvoke = time - lastInvokeTime; // Either
  this is the first call, activity has stopped and we're at the
  // trailing edge, the system time has gone backwards and
  // we're treating it as the trailing edge, or we've hit the
  // `maxWait` limit.

  return lastCallTime == undefined
  || timeSinceLastCall >= wait || timeSinceLastCall < 0 ||
  maxing && timeSinceLastInvoke >= maxWait;
}

function timerExpired() {
  var
    time = now();

  if (shouldInvoke(time)) {
    return trailingEdge(time);
  }

  // Restart the timer.
}

function trailingEdge(time) {
  timerId = undefined; // Only invoke if we have `lastArgs` which means `func` has been
  // debounced at least once.

  if (trailing && lastArgs) {
    return invokeFunc(time);
  }

  lastArgs = lastThis = undefined;
}

function cancel() {
  if (timerId !== undefined) {
    clearTimeout(timerId);
  }

  lastInvokeTime = 0;
  lastArgs = lastCallTime = lastThis = timerId =
  undefined;

  return
  function flush() {
    return timerId !== undefined
    ? trailingEdge(lastCallTime) : result;
  }

  function debounced() {
    var
      time = now(),
      isInvoking = shouldInvoke(time);
    lastArgs = arguments;

    if (isInvoking) {
      if (timerId === undefined) {
        return
        leadingEdge(lastCallTime);
      }

      if (maxing) {
        // Handle invocations in a tight loop.
        timerId = setTimeout(timerExpired, wait);
        return invokeFunc(lastCallTime);
      }
    }

    if (timerId ===
    undefined) {
      timerId = setTimeout(timerExpired, wait);
    }

    return result;
  }

  debounced.cancel =
  cancel;
  debounced.flush =
  flush;

  return debounced;
}
```

```
true, trailing = true, \n if (typeof func != 'function') { throw new TypeError(FUNC_ERROR_TEXT); } \n } \n if (isObject(options)) { \n   leading = 'leading' in options ? !options.leading : leading; \n   trailing = 'trailing' in options ? !options.trailing : trailing; \n } \n return debounce(func, wait, { 'leading': leading, \n   'maxWait': wait, \n   'trailing': trailing }); \n};
/**
 * Checks if `value` is the language type.
 */

function isObject(value) {
  var type = typeof value;
  return !!value && (type == 'object' || type == 'function');
}
/**
 * Checks if `value` is object-like.
 */

function isObjectLike(value) {
  return !!value && typeof value == 'object';
}
/**
 * Checks if `value` is classified as a `Symbol` primitive or object.
 */

function isSymbol(value) {
  return typeof value == 'symbol' || isObjectLike(value) && objectToString.call(value) == symbolTag;
}
/**
 * Converts `value` to a number.
 */

function toNumber(value) {
  if (typeof value == 'number') {
    return value;
  }
  if (isSymbol(value)) {
    return NAN;
  }
  if (isObject(value)) {
    var other = typeof value.valueOf == 'function' ? value.valueOf() : value;
    value = isObject(other) ? other + '' : other;
  }
  if (typeof value != 'string') {
    return value === 0 ? value : +value;
  }
  value = value.replace(reTrim, '');
  var isBinary = reIsBinary.test(value);
  return isBinary || reIsOctal.test(value) ? freeParseInt(value.slice(2), isBinary ? 2 : 8) : freeParseInt(value, 10);
}

module.exports = throttle;
'NavigationExpandLess'; navigatorExpandLess.muiName = 'SvgIcon'; exports.default = 
NavigationExpandLess;";"use strict";nullObject.defineProperty(exports, "__esModule", { value: true });null
_react = require('react');

var _react2 = _interopRequireDefault(_react);

var _pure = require('recompose/pure');

var _pure2 = _interopRequireDefault(_pure);

var _SvgIcon = require('../../SvgIcon');

var _SvgIcon2 = _interopRequireDefault(_SvgIcon);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  }
}

var NavigationExpandMore = function NavigationExpandMore(props) {
  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {
    d: 'M16.59
8.59L12 13.17 7.41 8.59 6 10l6 6-6z'
  }));
};

NavigationExpandMore.displayName = 'NavigationExpandMore';
NavigationExpandMore.muiName = 'SvgIcon'; exports.default = NavigationExpandMore;";"use strict";nullObject.defineProperty(exports, "__esModule", { value: true });null
React = require('react');

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _List = require('./List');

var _List2 = _interopRequireDefault(_List);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  }
}

var NestedList = function NestedList(props) {
  var children = props.children,
      open = props.open,
      nestedLevel = props.nestedLevel,
      style = props.style;

  if (!open) {
    return null;
  }

  return _react2.default.createElement(_List2.default, {
    style: style
  }, _react2.Children.map(children, function (child) {
    return (0, _react.isValidElement)(child) ? (0, _react.cloneElement)(child, {
      nestedLevel: nestedLevel + 1
    }) : child;
  }));
};

NestedList.propTypes = process.env.NODE_ENV !== "production" ? {
  children: _propTypes2.default.node,
  nestedLevel: _propTypes2.default.number.isRequired,
  open: _propTypes2.default.bool.isRequired,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object
} : {};
exports.default = NestedList;";"use strict";nullObject.defineProperty(exports, "__esModule", { value: true });null
extendsObject = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extendsObject);

var _objectWithoutPropertiesObject = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutPropertiesObject2 = _interopRequireDefault(_objectWithoutPropertiesObject);

var _getPrototypeOfObject = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOfObject2 = _interopRequireDefault(_getPrototypeOfObject);

var _classCallCheckObject = require('babel-runtime/helpers/classCallCheck');

var _classCallCheckObject2 = _interopRequireDefault(_classCallCheckObject);

var _createClassObject = require('babel-runtime/helpers/createClass');

var _createClassObject2 = _interopRequireDefault(_createClassObject);

var _possibleConstructorReturnObject = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturnObject2 = _interopRequireDefault(_possibleConstructorReturnObject);

var _getPrototypeOfObject3 = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOfObject4 = _interopRequireDefault(_getPrototypeOfObject3);

var _inheritsObject = require('babel-runtime/helpers/inherits');

var _inheritsObject2 = _interopRequireDefault(_inheritsObject);

var _definePropertyObject = require('babel-runtime/helpers/defineProperty');

var _definePropertyObject2 = _interopRequireDefault(_definePropertyObject);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypesObject = require('prop-types');

var _propTypesObject2 = _interopRequireDefault(_propTypesObject);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  }
}

var Divider = function Divider(props, context) {
  var inset = props.inset,
      style = props.style,
      other = (0, _objectWithoutPropertiesObject2.default)(props, ['inset', 'style']);

  var _context$muiTheme = context.muiTheme,
      baseTheme = _context$muiTheme.baseTheme,
      prepareStyles = _context$muiTheme.prepareStyles;
  var styles = {
    root: {
      margin: 0,
      marginTop: -1,
      marginLeft: inset ? 72 : 0,
      height: 1,
      border: 'none',
      backgroundColor: baseTheme.palette.borderColor
    }
  };
  return _react2.default.createElement('hr', (0, _extends3.default)({}

    other, {
      style: prepareStyles((0, _simpleAssignObject2.default)(styles.root, style))
    }));
};

Divider.muiName = 'Divider';
Divider.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * If true, the Divider will be indented.
   */
  inset: _propTypesObject2.default.bool.isRequired,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypesObject2.default.object
} : {};
Divider.defaultProps = {
  inset: false
};
Divider.contextTypes = {
  muiTheme: _propTypesObject2.default.object.isRequired
};
exports.default = Divider;
createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context) {
  var backgroundColor = props.backgroundColor,
      color = props.color,
      size = props.size;

  var avatar = context.muiTheme.avatar;

  var styles = {
    root: {
      color: color || avatar.color,
      backgroundColor: backgroundColor || avatar.backgroundColor,
      userSelect: 'none',
      display: inline-flex,
      alignItems: 'center',
      justifyContent: 'center',
      fontSize: size / 2, width: size, height: size, margin: size / 2, color: color || avatar.color,
      style: style, className: props.className, other: (0, _objectWithoutProperties)(props, ['backgroundColor', 'icon', 'src', 'style', 'className']), return styles;
    },
    icon: {
      color: color || avatar.color,
      width: size * 0.6, height: size * 0.6, fontSize: size * 0.6, margin: size * 0.2, color:color || avatar.color, style: style, className: props.className, other: (0, _objectWithoutProperties)(props, ['backgroundColor', 'icon', 'src', 'style', 'className']), return styles;
    }
  };

  return styles;
}

var Avatar = function (_Component) {
  (0, _inherits3.default)(Avatar, _Component);

  function Avatar() {
    (0, _classCallCheck3.default)(this, Avatar);

    return (0, _possibleConstructorReturn3.default)(this, (Avatar.__proto__ || (0, _getPrototypeOf2.default)(Avatar)).apply(this, arguments));
  }

  (0, _createClass3.default)(Avatar, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          backgroundColor = _props.backgroundColor,
          icon = _props.icon,
          src = _props.src,
          style = _props.style,
          className = _props.className,
          other = (0, _objectWithoutProperties)(_props, ['backgroundColor', 'icon', 'src', 'style', 'className']);

      var prepareStyles = this.context.muiTheme.prepareStyles;

      var styles = getStyles(this.props, this.context);

      if (src) {
        return _react2.default.createElement('img', (0, _extends3.default)({
          style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))
        }, other, {
          src: src,
          className: className
        }));
      } else {
        return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
          style: prepareStyles((0, _simpleAssign2.default)(styles.root, styles.icon, style)),
          className: className
        }), icon && _react2.default.cloneElement(icon, {
          color: styles.icon.color,
          style: (0, _simpleAssign2.default)(styles.icon, icon.props.style)
        }), this.props.children);
      }
    }
  }]);

  return Avatar;
}(_react.Component);

Avatar.muiName = 'Avatar';
Avatar.defaultProps = {
  size: 40
};
Avatar.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
Avatar.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * The backgroundColor of the avatar. Does not apply to image avatars.
   */
  backgroundColor: _propTypes2.default.string,

  /**
   * Can be used, for instance, to render a letter inside the avatar.
   */
  children: _propTypes2.default.node,

  /**
   * The css class name of the root `div` or `img` element.
   */
  className: _propTypes2.default.string,

  /**
   * The icon or letter's color.
   */
  color: _propTypes2.default.string,

  /**
   * This is the SvgIcon or FontIcon to be used inside the avatar.
   */
  icon: _propTypes2.default.element,

  /**
   * This is the size of the avatar in pixels.
   */
  size: _propTypes2.default.number,

  /**
   * If passed in, this component will render an img element. Otherwise, a div will be rendered.
   */
  src: _propTypes2.default.string,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object
} : {};
exports.default = Avatar;
runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn2');

var _possibleConstructorReturn3 = require('babel-runtime/helpers/possibleConstructorReturn3');

var _inherits3 = _interopRequireDefault(_inherits2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn2');

var _inherits2 = require('babel-runtime/helpers/inherits');

var _possibleConstructorReturn3 = require('babel-runtime/helpers/possibleConstructorReturn3');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign); require('simple-assign');

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes); require('prop-types');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context) {
  var primary = props.primary,
      secondary = props.secondary;
  var badge = context.muiTheme.badge;
  var badgeBackgroundColor = void 0;
  var badgeTextColor = void 0;

  if (primary) {
    badgeBackgroundColor = badge.primaryColor;
    badgeTextColor = badge.primaryTextColor;
  } else if (secondary) {
    badgeBackgroundColor = badge.secondaryColor;
    badgeTextColor = badge.secondaryTextColor;
  } else {
    badgeBackgroundColor = badge.color;
    badgeTextColor = badge.textColor;
  }

  var radius = 12;
  var radius2x = Math.floor(2 * radius);
  return {
    root: {
      position: 'relative',
      display: 'inline-block',
      padding: radius2x + 'px' + radius2x + 'px' + radius + 'px' + radius + 'px',
      badge: {
        display: 'flex',
        flexDirection: 'row',
        flexWrap: 'wrap',
        justifyContent: 'center',
        alignItems: 'center',
        position: 'absolute',
        top: 0,
        right: 0,
        fontWeight: badge.fontWeight,
        fontSize: radius,
        width: radius2x,
        height: radius2x,
        borderRadius: '50%',
        backgroundColor: badgeBackgroundColor,
        color: badgeTextColor
      }
    },
    badge: {
      display: 'flex',
      flexDirection: 'row',
      flexWrap: 'wrap',
      justifyContent: 'center',
      alignItems: 'center',
      position: 'absolute',
      top: 0,
      right: 0,
      fontWeight: badge.fontWeight,
      fontSize: radius,
      width: radius2x,
      height: radius2x,
      borderRadius: '50%',
      backgroundColor: badgeBackgroundColor,
      color: badgeTextColor
    }
  };
}

var Badge = function (_Component) {
  (0, _inherits3.default)(Badge, _Component);

  function Badge() {
    (0, _classCallCheck3.default)(this, Badge);

    return (0, _possibleConstructorReturn3.default)(this, (Badge.__proto__ || (0, _getPrototypeOf2.default)(Badge)).apply(this, arguments));
  }

  (0, _createClass3.default)(Badge, 

  function render() {
    var _props = this.props,
        badgeContent = _props.badgeContent,
        badgeStyle = _props.badgeStyle,
        children = _props.children,
        primary = _props.primary,
        secondary = _props.secondary,
        style = _props.style,
        other = (0, _objectWithoutProperties3.default)(_props, ['badgeContent', 'badgeStyle', 'children', 'primary', 'secondary', 'style']);

    var prepareStyles = this.context.muiTheme.prepareStyles;
    var styles = getStyles(this.props, this.context);

    return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
      style: (0, _simpleAssign2.default)({}, styles.root, style)
    }), children, _react2.default.createElement('span', {
      style: (0, _simpleAssign2.default)({}, styles.badge, badgeStyle)
    }, badgeContent));
  }

  return Badge;
}(_react.Component);

Badge.defaultProps = {
  primary: false,
  secondary: false
};

Badge.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

Badge.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * This is the content rendered within the badge.
   */
  badgeContent: _propTypes2.default.node.isRequired,

  /**
   * Override the inline-styles of the badge
   */
  badgeStyle: _propTypes2.default.object,

  /**
   * The badge will be added relativelty to this
   */
  children: _propTypes2.default.node.isRequired,

  /**
   * The css class name of the root element.
   */
  className: _propTypes2.default.string.isRequired,

  /**
   * If true, the badge will use the primary badge colors.
   */
  primary: _propTypes2.default.bool.isRequired,

  /**
   * If true, the badge will use the secondary badge colors.
   */
  secondary: _propTypes2.default.bool.isRequired,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object.isRequired
} : {};

exports.default = Badge;
BottomNavigation = function BottomNavigation(props, context) {
  var children = props.children,
      style = props.style,
      selectedIndex = props.selectedIndex,
      other = (0, _objectWithoutProperties3.default)(props, ['children', 'style', 'selectedIndex']);
  var prepareStyles = context.muiTheme.prepareStyles;
  var var styles = getStyles(props, context);
  var var preparedChildren = _react.Children.map(children, function (child, index) {
    if (!child) {
      return null;
    }

    return (0, _react.cloneElement)(child, {
      style: (0, _simpleAssign2.default)({}, styles.item, child.props.style),
      selected: index === selectedIndex
    });
  });

  return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
    style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, style))
  }), preparedChildren);
};

BottomNavigation.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * The `BottomNavigationItem`s to populate the element
   */
  children: _propTypes2.default.node,

  /**
   * The index of the currently selected navigation
   */
  selectedIndex: _propTypes2.default.number,

  /**
   * @ignore
   * Override the inline-styles of
   * the root element.
   */
  style: _propTypes2.default.object
} : {};
BottomNavigation.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
exports.default = BottomNavigation;
var _props = this.props,
    style = _props.style,
    containerStyle = _props.containerStyle,
    children = _props.children,
    expandable = _props.expandable,
    expandedProp = _props.expanded,
    initiallyExpanded = _props.initiallyExpanded,
    onExpandChange = _props.onExpandChange,
    other = (0, _objectWithoutProperties3.default)(_props, ['style', 'containerStyle', 'children', 'expandable', 'expanded', 'initiallyExpanded', 'onExpandChange']);

var lastElement = void 0;
var expanded = this.state.expanded;

var newChildren = _react2.default.Children.map(children, function (currentChild) {
  var doClone = false;
  var newChild = undefined;
  var newProps = {};
  var element = currentChild;

  if (!currentChild || !currentChild.props) {
    return null;
  }

  if (expanded === false && currentChild.props.expandable === true) return;

  if (currentChild.props.actAsExpander === true) {
    doClone = true;
    newProps.onClick = _this2.handleExpanding;
    newProps.style = (0, _simpleAssign2.default)({
      cursor: 'pointer'
    }, currentChild.props.style);
  }

  if (currentChild.props.showExpandableButton === true) {
    doClone = true;
    newChild = _react2.default.createElement(_CardExpandable2.default, {
      closeIcon: currentChild.props.closeIcon,
      opened: expanded,
      onExpanding: _this2.handleExpanding,
      openIcon: currentChild.props.openIcon,
      iconStyle: currentChild.props.iconStyle
    });
  }

  if (doClone) {
    element = _react2.default.cloneElement(currentChild, newProps, currentChild.props.children, newChild);
  }

  lastElement = element;
  return element;
}, this);

if (lastElement) {
  var addBottomPadding = lastElement.type.muiName === 'CardText' || lastElement.type.muiName === 'CardTitle';

  var mergedStyles = (0, _simpleAssign2.default)({
    zIndex: 1
  }, style);
  var containerMergedStyles = (0, _simpleAssign2.default)({
    paddingBottom: addBottomPadding ? 8 : 0
  }, containerStyle);

  return _react2.default.createElement(_Paper2.default, (0, _extends3.default)({}, other, {
    style: mergedStyles
  }), _react2.default.createElement('div', {
    style: containerMergedStyles
  }, newChildren));
}

var _pure2 = _interopRequireDefault(_pure);

var _HardwareKeyboardArrowUp = function HardwareKeyboardArrowUp(props) {
  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {
    d: 'M7.41 15.41L12 10.83l4.59 4.58L18 14l-6-6-6 6z'
  }));
}

HardwareKeyboardArrowUp = (0, _pure2.default)(HardwareKeyboardArrowUp);
HardwareKeyboardArrowUp.displayName = 'HardwareKeyboardArrowUp';
HardwareKeyboardArrowUp.muiName = 'SvgIcon';
exports.default = HardwareKeyboardArrowUp;
true
});

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _pure = require('recompose/pure');

var _pure2 = _interopRequireDefault(_pure);

var _SvgIcon = require('../../SvgIcon');

var _SvgIcon2 = _interopRequireDefault(_SvgIcon);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var HardwareKeyboardArrowDown = function HardwareKeyboardArrowDown(props) {
  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {
    d: 'M7.41 7.84L12 12.414L17.586 7.84L12 2.414L7.41 7.84z'
  }));

HardwareKeyboardArrowDown = (0, _pure2.default)(HardwareKeyboardArrowDown);

HardwareKeyboardArrowDown.displayName = 'HardwareKeyboardArrowDown';

HardwareKeyboardArrowDown.propTypes = {
  props: _propTypes2.default.shape({
    react: _propTypes2.default.shape({
      createElement: _propTypes2.default.func
    }).isRequired
  }).isRequired
};

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _EnhancedSwitch = require('../internal/EnhancedSwitch');

var _EnhancedSwitch2 = _interopRequireDefault(_EnhancedSwitch);

var _transitions = require('../styles/transitions');

var _transitions2 = _interopRequireDefault(_transitions);

var _checkBoxOutlineBlank = require('../svg-icons/toggle/check-box-outline-blank');

var _checkBoxOutlineBlank2 = _interopRequireDefault(_checkBoxOutlineBlank);

var _checkBox = require('../svg-icons/toggle/check-box');

var _checkBox2 = _interopRequireDefault(_checkBox);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context) {
  var checkbox = context.muiTheme.checkbox;
  var checkboxSize = 24;
  return {
    icon: {
      height: checkboxSize,
      width: checkboxSize
    },
    check: {
      position: 'absolute',
      opacity: 0,
      transform: 'scale(0)',
      transitionOrigin: '50% 50%',
      transition: _transitions2.default.easeOut('450ms', 'opacity', '0ms') + ', ' + _transitions2.default.easeOut('0ms', 'transform', '800ms'),
      fill: checkbox.checkedColor
    },
    checkWhenSwitched: {
      opacity: 1,
      transform: 'scale(1)',
      transition: _transitions2.default.easeOut('0ms', 'opacity', '0ms') + ', ' + _transitions2.default.easeOut('0ms', 'transform', '0ms')
    },
    checkWhenDisabled: {
      fill: checkbox.disabledColor
    },
    box: {
      position: 'absolute',
      opacity: 1,
      fill: checkbox.boxColor,
      transition: _transitions2.default.easeOut('1000ms', 'opacity', '200ms')
    },
    boxWhenSwitched: {
      opacity: 0,
      transition: _transitions2.default.easeOut('650ms', 'opacity', '150ms')
    },
    boxWhenDisabled: {
      fill: checkbox.disabledColor
    },
    label: {
      opacity: 1
    }
  };
}

var Checkbox = function (_Component) {
  (0, _inherits3.default)(Checkbox, _Component);

  function Checkbox() {
    var _ref;

    (0, _classCallCheck3.default)(this, Checkbox);

    for (var _len = arguments.length,
    args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ref = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Checkbox.__proto__ || (0, _getPrototypeOf2.default)(Checkbox)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      opacity: 1
    }, _this)
  }

  _createClass3.default(Checkbox, [{
    key: 'getStyles',
    value: getStyles
  }]);

  Checkbox.propTypes = {
    props: _propTypes2.default.shape({
      react: _propTypes2.default.shape({
        createElement: _propTypes2.default.func
      }).isRequired
    }).isRequired
  };
deleteIcon: { 
  color: state.deleteHovered ? (0, _colorManipulator.fade(chip.deleteIconColor, 0.4)) : chip.deleteIconColor, 
  cursor: 'pointer', 
  margin: 4px 4px 0px -8px
 }, 
 label: { 
  color: props.labelColor || chip.textColor, 
  fontSize: chip.fontSize, 
  fontWeight: chip.fontWeight, 
  lineHeight: '32px', 
  paddingLeft: 12, 
  paddingRight: 12, 
  userSelect: 'none', 
  whiteSpace: 'nowrap'
 },

root: { 
  backgroundColor: state.clicked ? pressedColor : state.focused || state.hovered ? focusColor : backgroundColor, 
  borderRadius: 16, 
  boxShadow: state.clicked ? chip.shadow : null, 
  cursor: props.onClick ? 'pointer' : default, 
  display: 'flex', 
  whiteSpace: 'nowrap', 
  width: 'fit-content'
 }, 

var Chip = function (_Component) {
  (0, _inherits3.default)(Chip, _Component);

  function Chip() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, Chip);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Chip.__proto__ || (0, _getPrototypeOf2.default)(Chip)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      clicked: false,
      deleteHovered: false,
      focused: false,
      hovered: false
    }, _this.handleBlur = function (event) {
      _this.setState({
        clicked: false,
        focused: false
      });

      _this.props.onBlur(event);
    },
    _this.handleFocus = function (event) {
      if (_this.props.onClick || _this.props.onRequestDelete) {
        _this.setState({
          focused: true
        });
      }

      _this.props.onFocus(event);
    },
    _this.handleKeyboardFocus = function (event, keyboardFocused) {
      if (keyboardFocused) {
        _this.handleFocus();

        _this.props.onFocus(event);
      } else {
        _this.handleBlur();
      }

      _this.props.onKeyboardFocus(event, keyboardFocused);
    },
    _this.handleKeyDown = function (event) {
      if ((0, _keycode2.default)(event) === 'backspace') {
        event.preventDefault();

        if (_this.props.onRequestDelete) {
          _this.props.onRequestDelete(event);
        }
      }

      _this.props.onKeyDown(event);
    },
    _this.handleMouseDown = function (event) {
      // Only listen to left clicks
      if (event.button === 0) {
        event.stopPropagation();

        if (_this.props.onClick) {
          _this.setState({
            clicked: true
          });
        }
      }

      _this.props.onMouseDown(event);
    },
    _this.handleMouseEnter = function (event) {
      if (_this.props.onClick) {
        _this.setState({
          hovered: true
        });
      }

      _this.props.onMouseEnter(event);
    },
    _this.handleMouseEnterDeleteIcon = function () {
      _this.setState({
        deleteHovered: true
      });
    },
    _this.handleMouseLeave = function (event) {
      if (_this.props.onClick) {
        _this.setState({
          hovered: false
        });
      }

      _this.props onMouseLeave(event);
    },
    _this.handleMouseLeaveDeleteIcon = function () {
      _this.setState({
        deleteHovered: false
      });
    },
    _this.handleMouseUp = function (event) {
      _this.setState({
        clicked: false
      });

      _this.props.onMouseUp(event);
    },
    _this.handleClickDeleteIcon = function (event) {
      // Stop the event from bubbling up to the `Chip`
      event.stopPropagation();

      _this.props.onRequestDelete(event);
    },
    _this.handleTouchEnd = function (event) {
      _this.setState({
        clicked: false
      });

      _this.props.onTouchEnd(event);
    },
    _this.handleTouchStart = function (event) {
      _this.setState({
        clicked: true
      });

      _this.props.onTouchStart(event);
    },
    _this.handleTouchMove = function (event) {
      _this.setState({
        touched: true
      });

      _this.props.onTouchMove(event);
    },
    _this.handleTouchEvent = function (event) {
      _this.setState({
        touched: false
      });

      _this.props.onTouchEnd(event);
    },
    _this.handleTouchCancel = function (event) {
      _this.setState({
        touched: false
      });

      _this.props.onTouchEnd(event);
    },
    _this.containerElement = _props.containerElement,
    style = _props.style,
    className = _props.className,
    deleteIconStyle = _props.deleteIconStyle,
    labelStyle = _props.labelStyle,
    backgroundColor = _props.backgroundColor,
    backgroundSize = _props.backgroundSize,
    backgroundRepeat = _props.backgroundRepeat,
    backgroundPosition = _props.backgroundPosition,
    backgroundAttachment = _props.backgroundAttachment,
    containerElement = _props.containerElement,
    style = _props.style,
    className = _props.className,
    deleteIconStyle = _props.deleteIconStyle,
    labelStyle = _props.labelStyle,
    backgroundColor = _props.backgroundColor,
    backgroundSize = _props.backgroundSize,
    backgroundRepeat = _props.backgroundRepeat,
    backgroundPosition = _props.backgroundPosition,
    backgroundAttachment = _props.backgroundAttachment,
onRequestDelete');

var deletable = this.props.onRequestDelete;
var avatar = null;
var deletableIcon = deletable
      ? _react2.default.createElement(_cancel2.default, {
        color: styles.deleteIcon.color,
        style: (0,
          _simpleAssign2.default)(styles.deleteIcon, deleteIconStyle),
      })
    : null;

var children = childProp;
var childCount = _react2.default.Children.count(children);
    if (childCount > 1) {
    children =
      _react2.default.Children.toArray(children);

    if (_react2.default.isValidElement(children[0]) &&
        childCount > 1) {
      avatar = children.shift();
      avatar =
        _react2.default.cloneElement(avatar, {
          style: (0, _simpleAssign2.default)(styles.avatar,
            avatar.props.style),
          size: 32
        });
    }
}

    return
  }
}

Chip.defaultProps = {
  containerElement: 'div',
  onBlur: function onBlur() {},
  onFocus: function onFocus() {},
  onKeyDown: function onKeyDown() {},
  onKeyboardFocus: function onKeyboardFocus() {},
  onMouseDown: function onMouseDown() {},
  onMouseEnter: function onMouseEnter() {},
  onMouseLeave: function onMouseLeave() {},
  onMouseUp: function onMouseUp() {},
  onTouchEnd: function onTouchEnd() {},
  onTouchStart: function onTouchStart() {}}

exports.default = Chip;
Open Source Used In MSX SD-Branch Service Pack 4.0.0
this.scalePathTimer = setTimeout(function () {
  var _this2 = this;
  
  var step = 750; 
  
  if (this.props.mode !== 'indeterminate') {
    
    // Calculate the scalePath
    var wrapperStyle = this.context.muiTheme.prepareStyles
      .getStyles(this.props, this.context.style)
      .root;
    
    this.scalePathTimer = setTimeout(function () {
      return _this2.scalePath(path, step + 1);
    }, step ? 750 : 250);
  }

  // Rotate the wrapper
  var rotateWrapper = function (wrapper, step) {
    var _this3 = this;
    
    if (this.props.mode !== 'indeterminate') {
      
      // Rotate the wrapper
      _autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(0deg)');
      _autoPrefix2.default.set(wrapper.style, 'transitionDuration', '10s');
      
      this.rotateWrapperTimer = setTimeout(function () {
        return _this3.rotateWrapper(wrapper, step + 1);
      }, step ? 750 : 250);
    }
  }, {
    key: 'rotateWrapper',
    value: function rotateWrapper(wrapper) {
      var _this4 = this;
      
      if (this.props.mode !== 'indeterminate') {
        
        // Rotate the wrapper
        _autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(1800deg)');
        _autoPrefix2.default.set(wrapper.style, 'transitionDuration', '10s');
        
        this.rotateWrapperTimer = setTimeout(function () {
          return _this4.rotateWrapper(wrapper, step + 1);
        }, step ? 750 : 250);
      }
    }, {
      key: 'render',
      value: function render() {
        
        // Create the element
        var _props = this.props,
            style = _props.style,
            innerStyle = _props.innerStyle,
            size = _props.size,
            thickness = _props.thickness;
        
        var precision = _objectWithoutProperties3.default(_props, [
          'style', 'innerStyle', 'size', 'thickness']);
        
        var prepareStyles = this.context.muiTheme.prepareStyles;
        var var styles = prepareStyles(this.props, this.context);
        var var _props2 = this.props,
            style2 = _props2.style,
            innerStyle2 = _props2.innerStyle,
            size2 = _props2.size,
            thickness2 = _props2.thickness;
        
        var precision2 = _objectWithoutProperties3.default(_props2, [
          'style', 'innerStyle', 'size', 'thickness']);
        
        var prepareStyles2 = this.context.muiTheme.prepareStyles;
        var var styles2 = prepareStyles2(this.props, this.context);
        var var _this5 = this;
        
        return _react2.default.createElement('div', (0, _extends3.default)({},
          other, {
            style: prepareStyles2((0, _simpleAssign2.default)(styles.root, style))
          })),
          _react2.default.createElement('div', {
            ref: 'wrapper',
            style: prepareStyles2((0, _simpleAssign2.default)(styles.wrapper, innerStyle))
          }),
          _react2.default.createElement('svg', {
            viewBox: '0 0 ' + size + ' ' + size,
            style: prepareStyles2(styles.svg)
          },
          _react2.default.createElement('circle', {
            ref: 'path',
            style: prepareStyles2(styles.path),
            cx: size / 2,
            cy: size / 2,
            r: (size - thickness) / 2,
            fill: 'none',
            strokeWidth: thickness,
            strokeMiterlimit: '20' // Transition for the style
          }),
          _react2.default.createElement('circle', {
            ref: 'path2',
            style: prepareStyles2(styles.path2),
            cx: size / 2,
            cy: size / 2,
            r: (size - thickness) / 2,
            fill: 'none',
            strokeWidth: thickness,
            strokeMiterlimit: '20' // Transition for the style
          })
        ));
      }
    }
  });
  return
};

CircularProgress.defaultProps = {
  mode: 'indeterminate',
  value: 0,
  min: 0,
  max: 100,
  size: 40,
  thickness: 3.5
};
CircularProgress.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
CircularProgress.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * Override the progress's color.
   */
  color: _propTypes2.default.string,

  /**
   * Style for inner wrapper div.
   */
  innerStyle: _propTypes2.default.object,

  /**
   * The max value of progress, only works in determinate mode.
   */
  max: _propTypes2.default.number,

  /**
   * The min value of progress, only works in determinate mode.
   */
  min: _propTypes2.default.number,

  /**
   * The mode of show your progress, indeterminate
   * for when there is no value for progress.
   */
  mode: _propTypes2.default.oneOf(['determinate', 'indeterminate']),'

  /**
   * The diameter of the progress in pixels.
   */
  size: _propTypes2.default.number,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Stroke width in pixels.
   */
  thickness: _propTypes2.default.number,

  /**
   * The value of progress, only works in determinate mode.
   */
  value: _propTypes2.default.number
} : {};
exports.default = CircularProgress;
Open Source Used In MSX SD-Branch Service Pack 4.0.0

```javascript
function _interopRequireDefault(obj) {
  return obj && obj.__esModule ?
    obj : {
      default: obj
    };
}

function DatePicker(props) {
  (0, _inherits_DatePicker)(this, Component);

  this.state = {
    date: undefined
  },
  this.handleAccept = function (date) {
    if (!this.isControlled()) {
      this.setState({
        date: date
      });
    }

    if (this.props.onChange) {
      this.props.onChange(null, date);
    }
  },
  this.handleFocus = function (event) {
    event.target.blur();

    if (this.props.onFocus) {
      this.props.onFocus(event);
    }
  },

  this.handleClick = function (event) {
    if (this.props.onClick) {
      this.props.onClick(event);
    }

    if (!this.props.disabled) {
      setTimeout(function () {
        this.openDialog();
      }, 0);
    }
  },

  this.formatDate = function (date) {
    if (this.props.locale) {
      var DateTimeFormat = props.DateTimeFormat || _dateUtils.dateTimeFormat;
      return new
      DateTimeFormat(this.props.locale, {
        day: 'numeric',
        month: 'numeric',
        year: 'numeric'
      }).format(date);
    } else
      return (0, _dateUtils.formatIso)(date);
  },

  this.getDate = function () {
    return this.state.date;
  },

  this.openDialog = function () {
    /**
     * if the date is not selected then set it to new date
     * (get the current
     * system date while doing so)
     */
    if (this.state.date !== undefined) {
      this.setState({
        dialogDate: this.getDate()
      }, this.refs.dialogWindow.show);
    } else {
      this.setState({
        dialogDate: new Date()
      }, this.refs.dialogWindow.show);
    }
  },

  this.focus = function () {
    this.openDialog();
  },

  this.isControlled = function () {
    return this.props.hasOwnProperty('value');
  },

  this.getControlledDate = function () {
    var props = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] :
      this.props;

    if (props.value instanceof Date) {
      return props.value;
    }
  },

  this.render = function () {
    var _props = this.props,
        DateTimeFormat = _props.DateTimeFormat,
        autoOk = _props.autoOk,
        cancelLabel = _props.cancelLabel,
        className = _props.className,
        container = _props.container,
        defaultDate = _props.defaultDate,
        dialogContainerStyle = _props.dialogContainerStyle,
        disableYearSelection = _props.disableYearSelection,
        firstDayOfWeek = _props.firstDayOfWeek,
        formatDate = _props.formatDate,
        locale = _props.locale,
        maxDate = _props.maxDate,
        minDate = _props.minDate,
        mode = _props.mode,
        okLabel = _props.okLabel,
        onDismiss = _props.onDismiss,
        onFocus = _props.onFocus,
        onShow = _props.onShow,
        onClick = _props.onClick,
        openToYearSelection = _props.openToYearSelection,
        shouldDisableDate = _props.shouldDisableDate,
        hideCalendarDate = _props.hideCalendarDate,
        style = _props.style,
        textFieldStyle = _props.textFieldStyle,
        utils = _props.utils,
        other = (0,
      _objectWithoutProperties3.default)(_props, ['DateTimeFormat', 'autoOk', 'cancelLabel', 'className', 'container', 'defaultDate', 'dialogContainerStyle', 'disableYearSelection', 'firstDayOfWeek', 'formatDate', 'locale', 'maxDate', 'minDate', 'mode', 'okLabel', 'onDismiss', 'onFocus', 'onShow', 'onClick', 'openToYearSelection', 'shouldDisableDate', 'hideCalendarDate', 'style', 'textFieldStyle', 'utils']);

    return
```
function DatePicker(props) {
  var className = props.className,
      style = prepareStyles((0, _simpleAssign2.default)(((0, _extends3.default)({}, style)), {}), _react2.default.createElement(_TextField2.default, {
        onFocus: this.handleFocus,
        onClick: this.handleClick,
        ref: 'input',
        style: textFieldStyle,
        value: this.state.date ? formatDate(this.state.date) : ''
      })),
      container = 
        this.state.demoStyle.containerStyle ? this.state.demoStyle.containerStyle : container,
      containerStyle = 
        this.state.demoStyle.containerStyle ? this.state.demoStyle.containerStyle : _react2.default.createElement(_DatePickerDialog2.default, {
          DateTimeFormat: DateTimeFormat,
          autoOk: autoOk,
          cancelLabel: cancelLabel,
          container, 
          containerStyle: 
            this.state.demoStyle.containerStyle ? this.state.demoStyle.containerStyle : dialogContainerStyle,
          disableYearSelection: disableYearSelection,
          firstDayOfWeek: firstDayOfWeek,
          initialDate: this.state.dialogDate, 
          locale: locale,
          maxDate: maxDate,
          minDate: minDate,
          mode: mode,
          okLabel: okLabel,
          onAccept: this.handleAccept,
          onShow: onShow,
          onDismiss: onDismiss,
          ref: 'dialogWindow',
          shouldDisableDate: shouldDisableDate,
          hideCalendarDate: hideCalendarDate,
          disable: false,
          yearSelection: false,
          firstDayOfWeek: 1,
          hideCalendarDate: false,
          style: {} 
        }));

  return DatePicker;
}(_react2.default.Component);

DatePicker.defaultProps = {
  autoOk: false,
  container: 'dialog',
  disabled: false,
  disableYearSelection: false,
  firstDayOfWeek: 1,
  hideCalendarDate: false,
  style: {} 
};

DatePicker.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

DatePicker.propTypes = process.env.NODE_ENV !== "production" ?
  {/**
   * Constructor for date formatting for the specified `locale`.
   * The constructor must follow this specification: ECMAScript Internationalization API 1.0 (ECMA-402)
   * `Intl.DateTimeFormat` is supported by most modern browsers, see http://caniuse.com/#search=intl, otherwise https://github.com/andyearnshaw/Intl.js is a good polyfill.
   * By default, a built-in `DateTimeFormat` is used which supports the 'en-US' `locale`.
   * `DateTimeFormat: _propTypes2.default.func` / ***/ * If true, automatically accept and close the picker on select a date.
   * ***/ * Override the default text of the 'Cancel' button.
   * ***/ * CancelLabel: cancelLabel
   */
  DateTimeFormat: _propTypes2.default.func,

  /**
   * If either `value` or `valueLink` is provided they will override this
   * prop with `value` taking precedence.
   */
  defaultDate: _propTypes2.default.object,

  /**
   * Used to control how the Date Picker will be displayed when the input field is focused.
   * * `dialog` (default) displays the DatePicker as a dialog with a modal
   * * `inline` displays the DatePicker below the input field (similar to auto complete).
   */
  container: _propTypes2.default.oneOf(['dialog', 'inline']),

  /**
   * This is the initial date value of the component.
   * * If either `value` or `valueLink` is provided they will override this
   * * Disables the year selection in the date picker.
   * * Used to change the first day of week.
   * * Override the inline-styles of DatePickerDialog's Container element.
   */
  defaultDate: _propTypes2.default.object,

  /**
   * Enables the year selection.
   * * Used to change the first day of week.
   */
  disabledYearSelection: _propTypes2.default.bool,

  /**
   * Locale used for formatting the 'Datepicker' date strings. Other than for 'en-US', you must provide a
   * 'DateTimeFormat' that supports the chosen `locale`.
   * * The ending of a range of valid dates. The range includes the endDate.
   * * The default value is current date + 100 years.
   */
  maxDate: _propTypes2.default.object,

  /**
   * The starting of a range of valid dates. The range includes the startDate.
   * * The default value is current date - 100 years.
   */
  minDate: _propTypes2.default.object,

  /**
   * Tells the component to display the picker in portrait or landscape mode.
   * * Override the default text of the 'OK' button.
   */
  mode: _propTypes2.default.oneOf(['portrait', 'landscape']),

  /**
   * Callback function that is fired when fired when a click event occurs on the Date
open: false

};

), this.handleClickDay = function () {
  if (_this.props.autoOk) {
    setTimeout(_this.handleClickOk, 300);
  } else {
    _this.handleRequestClose();
  }

}, this.handleClickCancel = function () {
  _this.dismiss();
}

), this.handleClickOk = function () {
  if (this.props.onAccept && !_this.refs.calendar.isSelectedDateDisabled()) {
    this.props.onAccept(_this.refs.calendar.getSelectedDate());
  }

  this.setState({
    open: false
  });
}

this.handleWindowKeyUp = function (event) {
  switch ((0, _keycode2.default)(event)) {
    case 'enter':
      _this.handleClickOk();
      break;
  }

}, (0, _possibleConstructorReturn3.default)(_this, _ret);

}

return DatePickerDialog;
}(_react.Component);

DatePickerDialog.defaultProps = {
  DateTimeFormat: _dateUtils.dateTimeFormat,
  cancelLabel: 'Cancel',
  container: 'dialog',
  locale: 'en-US',
  okLabel: 'OK',
  openToYearSelection: false
};
DatePickerDialog.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
DatePickerDialog.propTypes = process.env.NODE_ENV !== "production" ? {
  DateTimeFormat: _propTypes2.default.func,
  animation: _propTypes2.default.func,
  autoOk: _propTypes2.default.bool,
  cancelLabel: _propTypes2.default.node,
  container: _propTypes2.default.oneOf(['dialog', 'inline']),
  containerStyle: _propTypes2.default.object,
  disableYearSelection: _propTypes2.default.bool,
  firstDayOfWeek: _propTypes2.default.number,
  hideCalendarDate: _propTypes2.default.bool,
  initialDate: _propTypes2.default.object,
  locale: _propTypes2.default.string,
  maxDate: _propTypes2.default.object,
  minDate: _propTypes2.default.object,
  mode: _propTypes2.default.string,
  onAccept: _propTypes2.default.func,
  onDismiss: _propTypes2.default.func,
  onShow: _propTypes2.default.func,
  openToYearSelection: _propTypes2.default.bool,
  shouldDisableDate: _propTypes2.default.func,
  style: _propTypes2.default.object
};

open: false

);
propTypes: 
  default: undefined,
  daysArray: 
  default: undefined,
  displayMonthDay: function (event, date) {
    var nextArrow = this.context.muiTheme.isRtl ? 'left' : 'right';
    var prevArrow = this.context.muiTheme.isRtl ? 'right' : 'left';
    this.handleDisplayMonthChange();
    this.setState({
      transitionDirection: nextDirection,
      displayDate: undefined,
    });
  },
  _this: this,
  this: this,
  _this: this,
  this: this,
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  this: this,
  _this: this,
  this: this,
  _this: this,
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```
_interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn2');

var _possibleConstructorReturn3 = _InteropRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _InteropRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _InteropRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _InteropRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _InteropRequireDefault(_propTypes);

var _transitions = require('../styles/transitions');

var _transitions2 = _InteropRequireDefault(_transitions);

var _colorManipulator = require('../utils/colorManipulator');

var _EnhancedButton = require('../internal/EnhancedButton');

var _FlatButtonLabel = require('./FlatButtonLabel');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function validateLabel(props, propName, componentName) {
  if (process.env.NODE_ENV !== 'production') {
    if (!props.children && props.label !== 0 && !props.label && !props.icon) {
      return new Error('Required prop label or children or icon was not specified in ' + componentName + '.');
    }
  }
}

var FlatButton = function (_Component) {
  (0, _inherits3.default)(FlatButton, _Component);

  function FlatButton() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, FlatButton);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FlatButton.__proto__ || (0, _getPrototypeOf2.default)(FlatButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      hovered: false,
      isKeyboardFocused: false,
      touch: false
    }, _this.handleKeyboardFocus = function (event, isKeyboardFocused) {
      _this.setState({
        isKeyboardFocused: isKeyboardFocused
      });
    }, _this.handleMouseEnter = function (event) {
      if (!_this.state.touch) _this.setState({
        hovered: true
      });
      _this.props.onMouseEnter(event);
    }, _this.handleMouseLeave = function (event) {
      _this.setState({
        hovered: false
      });
      _this.props.onMouseLeave(event);
    }, _this.handleTouchStart = function (event) {
      _this.setState({
        touch: true
      });
      _this.props.onTouchStart(event);
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(FlatButton, 
```
var defaultHoverColor = (0, _colorManipulator.fade)(buttonFilterColor, 0.2);
var defaultRippleColor = buttonFilterColor;
var buttonHoverColor = hoverColor || defaultHoverColor;
var buttonRippleColor = rippleColor || defaultRippleColor;
var buttonBackgroundColor = backgroundColor || buttonColor;
var hovered = (this.state.hovered || this.state.isKeyboardFocused) && !disabled;
var mergedRootStyles = (0, _simpleAssign2.default)({}, {
  height: buttonHeight,
  lineHeight: buttonHeight + 'px',
  minWidth: fullWidth ? '100%' : buttonMinWidth,
  color: defaultTextColor,
  transition: _transitions2.default.easeOut(),
  borderRadius: borderRadius,
  userSelect: 'none',
  overflow: 'hidden',
  backgroundColor: hovered ? buttonHoverColor : buttonBackgroundColor,
  padding: 0,
  margin: 0,
  textAlign: 'center',
  style}

  var iconCloned = void 0;
  var labelStyleIcon = {
    verticalAlign: 'middle',
    marginLeft: label && labelPosition !== 'before' ? 12 : 0,
    marginRight: label && labelPosition === 'before' ? 12 : 0
  },
  icon.props.style);
  iconCloned = _react2.default.cloneElement(icon, {
    color: icon.props.color || mergedRootStyles.color,
    style: icon.props.style,
    key: 'iconCloned' });

  if (icon) {
    var iconStyles = (0, _simpleAssign2.default)({
      verticalAlign: 'middle',
      marginLeft: label && labelPosition !== 'before' ? 12 : 0,
      marginRight: label && labelPosition === 'before' ? 12 : 0
    }, icon.props.style);
    iconCloned = _react2.default.cloneElement(icon, {
      color: icon.props.color || mergedRootStyles.color,
      style: icon.props.style,
      key: 'iconCloned' });
  }

  var mergedLabelStyles = (0, _simpleAssign2.default)({
    letterSpacing: 0,
    textTransform: textTransform,
    fontWeight: fontWeight,
    fontSize: fontSize
  }, labelStyleIcon, labelStyle);
  var labelElement = label ? _react2.default.createElement(_FlatButtonLabel2.default, {
    key: 'labelElement',
    label: label,
    style: mergedLabelStyles
  }) : undefined; // Place label before or after children.

  var enhancedButtonChildren = labelPosition === 'before' ? [labelElement, iconCloned, children] : [children, iconCloned, labelElement];
  return _react2.default.createElement(_EnhancedButton2.default, (0,
    _extends3.default)({}, other, {
      disabled: disabled,
      focusRippleColor: buttonRippleColor,
      focusRippleOpacity: 0.3,
      onKeyboardFocus: this.handleKeyboardFocus,
      onMouseLeave: this.handleMouseLeave,
      onMouseEnter: this.handleMouseEnter,
      onTouchStart: this.handleTouchStart,
      style: mergedRootStyles,
      touchRippleColor: buttonRippleColor,
      touchRippleOpacity: 0.3
    }), enhancedButtonChildren);
})];
return FlatButton;
}

FlatButton.defaultProps = {
  disabled: false,
  fullWidth: false,
  labelStyle: {},
  labelPosition: 'after',
  onKeyboardFocus: function onKeyboardFocus() {},
  onMouseEnter: function onMouseEnter() {},
  onMouseLeave: function onMouseLeave() {},
  onTouchStart: function onTouchStart() {},
  primary: false,
  secondary: false
};

FlatButton.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

FlatButton.propTypes = process.env.NODE_ENV !== 'production' ? {
  backgroundColor: _propTypes2.default.string,
  children: _propTypes2.default.node,
  className: _propTypes2.default.string,
  containerElement: _propTypes2.default.node,
  disabled: _propTypes2.default.bool,
  disabledTouchRipple: _propTypes2.default.bool,
  disabled: _propTypes2.default.bool,
  fullWidth: _propTypes2.default.bool,
  hoverColor: _propTypes2.default.string,
  href: _propTypes2.default.string
} : void 0;
An icon: _propTypes2.default.node

**

* Label for the button.

* /\ label: validateLabel

**

* Place label before or after the passed children.

* /\ labelPosition: _propTypes2.default.oneOf(["before", 

* /\ after"]),

**

* Override the inline-styles of the button's label element.

* /\ labelStyle:

* /\ propTypes2.default.object,

**

* Callback function fired when the button is clicked.

* /\ onClick: _propTypes2.default.func,

**

* Callback function fired when the element is focused or blurred by the keyboard.

* /\ onKeyboardFocus: _propTypes2.default.func

**

* The primary prop has precedence if set to true.

* /\ secondary:

* /\ propTypes2.default.bool,

**

* Override the inline-styles of the root element.

* /\ style:

* /\ propTypes2.default.object

} : {};

exports.default = FlatButton;

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```javascript
runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _dateUtils = require('./dateUtils');

var _DayButton = require('./DayButton');

var _DayButton2 = _interopRequireDefault(_DayButton);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var styles = {
  root: {
    display: 'flex',
    flexDirection: 'column',
    justifyContent: 'flex-start',
    fontWeight: 400,
    height: 228,
    lineHeight: 2,
    position: 'relative',
    textAlign: 'center',
    MozPaddingStart: 0
  },
  week: {
    display: 'flex',
    flexDirection: 'row',
    justifyContent: 'space-around',
    height: 34,
    marginBottom: 2
  }
};

var CalendarMonth = function (_Component) {
  (0, _inherits3.default)(CalendarMonth, _Component);

  function CalendarMonth() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, CalendarMonth);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = CalendarMonth.__proto__ || (0, _getPrototypeOf2.default)(CalendarMonth)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickDay = function (event, date) {
      if (_this.props.onClickDay) {
        _this.props.onClickDay(event, date);
      }
    },
    _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(CalendarMonth,
  [{
    key: 'isSelectedDateDisabled',
    value: function isSelectedDateDisabled() {
      return this.selectedDateDisabled;
    }
  }, {
    key: 'shouldDisableDate',
    value: function shouldDisableDate(day) {
      if (day === null) return false;
      var disabled = !(0, _dateUtils.isBetweenDates)(day, this.props.minDate, this.props.maxDate);
      if (!disabled && this.props.shouldDisableDate) disabled = this.props.shouldDisableDate(day);
      return disabled;
    }
  }, {
    key: 'getWeekElements',
    value: function getWeekElements() {
      var _this2 = this;

      var weekArray = this.props.utils.getWeekArray(this.props.displayDate, this.props.firstDayOfWeek);
      return weekArray.map(function (week, i) {
        return _react2.default.createElement('div', {
          key: i,
          style: styles.week
        }, _this2.getDayElements(week, i));
      }, this);
    }
  }, {
    key: 'getDayElements',
    value: function getDayElements(week, i) {
      var _props = this.props,
          DateTimeFormat = _props.DateTimeFormat,
          locale = _props.locale,
          selectedDate = _props.selectedDate;
      return week.map(function (day, j) {
        var isSameDate = (0, _dateUtils.isEqualDate)(selectedDate, day);

        var disabled = this.shouldDisableDate(day);

        var selected = !disabled && isSameDate;

        if (isSameDate) {
          this.selectedDateDisabled = disabled;
          }

        return _react2.default.createElement(_DayButton2.default, {
          DateTimeFormat: DateTimeFormat,
          locale: locale,
          date: day,
          disabled: disabled,
          onClick: this.handleClickDay,
          selected: selected
        });
      }, this);
    }
  }, {
    key: 'render',
    value: function render() {
      return _react2.default.createElement('div', {
        style: styles.root
      }, this.getWeekElements());
    }
  }]);
  return CalendarMonth;
}(_react.Component);

CalendarMonth.propTypes = process.env.NODE_ENV !== "production" ? {
  DateTimeFormat: _propTypes2.default.isRequired,
  autoOk: _propTypes2.default.bool,
  displayDate: _propTypes2.default.object.isRequired,
  firstDayOfWeek: _propTypes2.default.number,
  locale: _propTypes2.default.string.isRequired,
  maxDate: _propTypes2.default.object,
  minDate: _propTypes2.default.object,
  onClick: _propTypes2.default.func,
  selectedDate: _propTypes2.default.object.isRequired,
  shouldDisableDate: _propTypes2.default.func,
  utils: _propTypes2.default.object.isRequired
} : {};exports.default = CalendarMonth;
```

DayButton

DayButton.defaultProps = {
  selected: false,
  disabled: false
};

DayButton.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

DayButton.propTypes = process.env.NODE_ENV !== "production" ? {
  DateTimeFormat: _propTypes2.default.func.isRequired,
  date: _propTypes2.default.object,
  selected: _propTypes2.default.bool,
  locale: _propTypes2.default.string.isRequired,
  onClick: _propTypes2.default.func,
  onKeyboardFocus: _propTypes2.default.func,
  selectedProps: _propTypes2.default.object
} : {};

exports.default = DayButton;

"use strict";

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

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _reactDom = require('react-dom');

var _reactDom2 = _interopRequireDefault(_reactDom);

var _YearButton = require('./YearButton');

var _YearButton2 = _interopRequireDefault(_YearButton);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var CalendarYear = function (_Component) {
  (0, _inherits3.default)(CalendarYear, _Component);

  function CalendarYear() {
    var _ref;

    var _temp, _this,

    _ret;

    (0, _classCallCheck3.default)(this, CalendarYear);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = CalendarYear.__proto__ || (0, _getPrototypeOf2.default)(CalendarYear)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickYear = function (event, year) {
      if (_this.props.onClickYear) {
        _this.props.onClickYear(event, year);
      }

      _this.setState({ selectedYear: year });
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(CalendarYear,

  [{
    key: 'componentDidMount',
    value: function componentDidMount() {
      this.scrollToSelectedYear();
    }
  }, {
    key: 'componentDidUpdate',
    value: function componentDidUpdate() {
      this.scrollToSelectedYear();
    }
  }, {
    key: 'getYears',
    value: function getYears() {
      var _props = this.props,
          DateTimeFormat = _props.DateTimeFormat,
          locale = _props.locale,
          minDate = _props.minDate,
          maxDate = _props.maxDate,
          selectedDate = _props.selectedDate,
          utils = _props.utils;

      var minYear = utils.getYear(minDate);
      var maxYear = utils.getYear(maxDate);
      var years = [];

      for (var year = minYear; year <= maxYear; year++) {
        var selected = utils.getYear(selectedDate) === year;
        var selectedProps = {};

        if (selected) {
          selectedProps.ref = 'selectedYearButton';
        }

        var yearFormated = new DateTimeFormat(locale, {
          year: 'numeric'
        }).format(year);

        var yearButton = _react2.default.createElement(_YearButton2.default, (0, _extends3.default)({
          key: 'yb' + year,
          onClick: this.handleClickYear,
          selected: selected,
          year: year,
          utils: utils
        }, selectedProps), yearFormated);

        years.push(yearButton);
      }

      return years;
    }
  }, {
    key: 'scrollToSelectedYear',
    value: function scrollToSelectedYear() {
      if (this.refs.selectedYearButton === undefined) {
        return;
      }

      var container = this.refs.selectedYearButton;
      var selectedYear = this.state.selectedYear;
      var yearButton = _react2.default.createElement(_YearButton2.default, (0, _extends3.default)({
        key: 'yb' + year,
        onClick: this.handleClickYear,
        selected: selected,
        year: year,
        utils: utils
      }, selectedProps), yearFormated);

      years.push(yearButton);
      this.setState({ years: years });
    }
  }])

  return CalendarYear;
};

exports.default = CalendarYear;
scrollYOffset;
}]

  }, {
    key: 'render',
    value: function render() {
      var _context$muiTheme = this.context.muiTheme,
          prepareStyles = _context$muiTheme.prepareStyles,
      calendarYearBackgroundColor = _context$muiTheme.datePicker.calendarYearBackgroundColor;
      var styles = {
        root: {
          backgroundColor: calendarYearBackgroundColor,
          height: 'inherit',
          lineHeight: '35px',
          overflowX: 'hidden',
          overflowY: 'scroll',
          position: 'relative' },
        child: {
          display: 'flex',
          flexDirection: 'column',
          justifyContent: 'center',
          minHeight: '100%',
        },
        _react2.default.createElement('div', {
          style: prepareStyles(styles.root)
        }),
      }
    }, {
      key: 'prepareStyles',
      value: function prepareStyles(style, root) {
        var _context$muiTheme = this.context.muiTheme,
            prepareStyles = _context$muiTheme.prepareStyles;
        return prepareStyles(style, root);
      }
    }, {
      key: 'getYears',
      value: function getYears() {
        var _context$muiTheme = this.context.muiTheme;
        return _context$muiTheme.datePicker.getYears();
      }
    }, {
      key: 'CalendarYear',
      value: function CalendarYear() {
        var _context$muiTheme = this.context.muiTheme,
            prepareStyles = _context$muiTheme.prepareStyles,
        calendarYearBackgroundColor = _context$muiTheme.datePicker.calendarYearBackgroundColor;
        var styles = {
          root: {
            backgroundColor: calendarYearBackgroundColor,
            height: 'inherit',
            overflowX: 'hidden',
            overflowY: 'scroll',
            position: 'relative'
          },
          child: {
            display: 'flex',
            flexDirection: 'column',
            justifyContent: 'center',
            minHeight: '100%'
          }
        }
        return _react2.default.createElement('div', {
          style: prepareStyles(styles.root)
        },
        _react2.default.createElement('div', {
          style: prepareStyles(styles.child)
        }, this.getYears()));
      }
    }]
  });

module.exports.CalendarYear = CalendarYear;

CalendarYear.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired,
};
CalendarYear.propTypes = process.env.NODE_ENV !== "production" ? {
  DateTimeFormat: _propTypes2.default.func.isRequired,
  locale: _propTypes2.default.string.isRequired,
  maxDate: _propTypes2.default.object.isRequired,
  minDate: _propTypes2.default.object.isRequired,
  onClickYear: _propTypes2.default.func,
  selectedDate: _propTypes2.default.object.isRequired,
  util: _propTypes2.default.object.isRequired,
  words: _propTypes2.default.object.isRequired
} : {};
exports.default = CalendarYear;
function YearButton() {
  var _ref; 
  var _temp, _this, _ret; 
  (0, _possibleConstructorReturn3.default)(Y
  _createClass3.default YEARButton, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          children = _props.children,
          year = _props.year;
      var styles = getStyles(this.props, this.context, this.state);
      return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({},
          other, { onClick: this.handleClick })), _react2.default.createElement('span', {
        style: prepareStyles(styles.label)
      }, children));
    }
  }]);
  return YearButton;
}( /*#__PURE__*/_react.Component);

YearButton.defaultProps = {
  selected: false
};
YearButton.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
YearButton.propTypes = process.env.NODE_ENV !== "production" ? {
  children: _propTypes2.default.node.isRequired,
  /**
   * The css class name of the root element.
   */
  className: _propTypes2.default.string.isRequired,
  onClick: _propTypes2.default.func.isRequired,
  selected: _propTypes2.default.bool.isRequired,
  utils: _propTypes2.default.object.isRequired,
  year: _propTypes2.default.number.isRequired
} : {}
exports.default = YearButton;
var prevDirection = this.context.muiTheme.isRtl ? 'left' : 'right';
var var_direction = nextProps.displayDate > this.props.displayDate ? prevDirection : nextDirection;
this.setState({
  transitionDirection: direction
});
var key = 'render',
value: function render() {
  var _props = this.props;
  var _ref = _ref2.default
  var DateTimeFormat = _props.DateTimeFormat,
  locale = _props.locale,
  dateDisplayDate = _props.displayDate;
  var dateFormatted = new DateTimeFormat(locale, {
    long: true,
    year: 'numeric'
  }).format(dateDisplayDate);
  var nextButtonIcon = this.context.muiTheme.isRtl
    ? _react2.default.createElement(_chevronLeft2.default, null)
    : _react2.default.createElement(_chevronRight2.default, null);
  var return__ref = this.handleClickPrevMonth;
  var return__ref = this.handleClickNextMonth;
  return
    _react2.default.createElement('div', {style: styles.root},
      _react2.default.createElement(_IconButton2.default, {
        disabled: !this.props.prevMonth,
        onClick: this.handleClickPrevMonth
      }, prevButtonIcon),
      _react2.default.createElement(_SlideIn2.default, {
        direction: this.state.transitionDirection,
        style: styles.titleDiv
      },
      _react2.default.createElement('div', {key: dateFormatted, style: styles.titleText}, dateFormatted),
      _react2.default.createElement(_IconButton2.default, {
        disabled: !this.props.nextMonth,
        onClick: this.handleClickNextMonth
      }, nextButtonIcon));
};

CalendarToolbar.propTypes = process.env.NODE_ENV !== 'production' ? {
  DateTimeFormat: _propTypes2.default.func.isRequired,
  displayDate: _propTypes2.default.object.isRequired,
  locale: _propTypes2.default.string.isRequired,
  nextMonth: _propTypes2.default.bool,
  onMonthChange: _propTypes2.default.func.isRequired,
  prevMonth: _propTypes2.default.bool
} : {};
exports.CalendarToolbar = CalendarToolbar;
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babelruntime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('proptypes');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('reactdom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _autoPrefix =
require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar
SlideInChild = function (_Component) {\n (0, _inherits3.default)(SlideInChild, _Component);\n\n function
SlideInChild() {\n (0, _classCallCheck3.default)(this, SlideInChild);\n return (0,
_possibleConstructorReturn3.default)(this, (SlideInChild.__proto__ || (0,
_getPrototypeOf2.default)(SlideInChild)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(SlideInChild,
[{\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n
clearTimeout(this.enterTimer);\n
clearTimeout(this.leaveTimer);\n }\n }, {\n key: 'componentWillEnter',\n
value: function componentWillEnter(callback) {\n
var style = _reactDom2.default.findDOMNode(this).style;\n\n
var x = this.props.direction === 'left' ? '100%' : this.props.direction === 'right' ? '-100%' : '0';\n
var y =
this.props.direction === 'up' ? '100%' : this.props.direction === 'down' ? '-100%' : '0';\n
style.opacity = '0';\n\n
_autoPrefix2.default.set(style, 'transform', 'translate(' + x + ', ' + y + ')');\n\n
this.enterTimer =
setTimeout(callback, this.props.enterDelay);\n }\n }, {\n key: 'componentDidEnter',\n value: function
componentDidEnter() {\n
var style = _reactDom2.default.findDOMNode(this).style;\n\n
style.opacity =
'1';\n\n
_autoPrefix2.default.set(style, 'transform', 'translate(0,0)');\n }\n }, {\n key: 'componentWillLeave',\n
value: function componentWillLeave(callback) {\n
var style =
_reactDom2.default.findDOMNode(this).style;\n\n
var direction = this.props.getLeaveDirection();\n
var x =
direction === 'left' ? '-100%' : direction === 'right' ? '100%' : '0';\n
var y = direction === 'up' ? '-100%' : direction
=== 'down' ? '100%' : '0';\n
style.opacity = '0';\n\n
_autoPrefix2.default.set(style, 'transform', 'translate(' + x +
', ' + y + ')');\n\n
this.leaveTimer = setTimeout(callback, 450);\n }\n }, {\n key: 'render',\n value: function
render() {\n
var _props = this.props,\n
children = _props.children,\n
enterDelay =
_props.enterDelay,\n
getLeaveDirection = _props.getLeaveDirection,\n
style = _props.style,\n
other
= (0, _objectWithoutProperties3.default)(_props, ['children', 'enterDelay', 'getLeaveDirection', 'style']);\n
var
prepareStyles = this.context.muiTheme.prepareStyles;\n
var mergedRootStyles = (0, _simpleAssign2.default)({},
{\n
position: 'absolute',\n
height: '100%',\n
width: '100%',\n
top: 0,\n
left: 0,\n
transition:
_transitions2.default.easeOut(null, ['transform', 'opacity'])\n
}, style);\n
return
_react2.default.createElement('div', (0, _extends3.default)({}, other, {\n
style:
prepareStyles(mergedRootStyles)\n
}), children);\n }\n }]);\n return
SlideInChild;\n}(_react.Component);\n\nSlideInChild.defaultProps = {\n enterDelay:
0\n};\nSlideInChild.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\nSlideInChild.propTypes = process.env.NODE_ENV !== \"production\"
? {\n children: _propTypes2.default.node,\n direction: _propTypes2.default.string,\n enterDelay:
_propTypes2.default.number,\n // This callback is needed bacause the direction could change when leaving the
DOM\n getLeaveDirection: _propTypes2.default.func.isRequired,\n style: _propTypes2.default.object\n} :
{};\nexports.default = SlideInChild;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-

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other = (0, _objectWithoutProperties3.default)(_props, ["DateTimeFormat", "disableYearSelection", "locale", "mode", "monthDaySelected", "onClickMonthDay", "onClickYear", "selectedDate", "style"]);

var prepareStyles =
this.context.muiTheme.prepareStyles;

var styles = getStyles(this.props, this.context, this.state);

var year = new DateTimeFormat(locale, {
  year: "numeric"
}).format(selectedDate);

var dateTime = new
DateTimeFormat(locale, {
  month: "short",
  weekday: "short",
  day: "2-digit"
}).format(selectedDate);

return _react.default.createElement("div", (0, _extends3.default)({}, other, {
  style: prepareStyles(styles.root, style)
}), _react.default.createElement(_SlideIn.default, {
  style: styles.year,
  direction: this.state.transitionDirection
}, _react.default.createElement("div", {
  key: year,
  style: styles.yearTitle,
  onClick: this.handleClickYear
}, year)),

_react.default.createElement(_SlideIn.default, {
  style: styles.monthDay,
  direction: this.state.transitionDirection
}, _react.default.createElement("div", {
  key: dateTime,
  onClick: this.handleClickMonthDay,
  style: styles.monthDayTitle
}, dateTime)));

DateDisplay.defaultProps = {
  disableYearSelection: false,
  monthDaySelected: true
};

DateDisplay.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

DateDisplay.propTypes = process.env.NODE_ENV !== "production"?
{
  DateTimeFormat: _propTypes2.default.func.isRequired,
  disableYearSelection: _propTypes2.default.bool,
  locale: _propTypes2.default.string.isRequired,
  mode: _propTypes2.default.oneOf(['portrait', 'landscape']),
  monthDaySelected: _propTypes2.default.bool,
  onClickMonthDay: _propTypes2.default.func,
  onClickYear: _propTypes2.default.func,
  selectedDate: _propTypes2.default.object.isRequired,
  style: _propTypes2.default.object
} : {};

exports.default = DateDisplay;
_getPrototypeOf2.default)(TransitionItem)).call.apply(_ref, [this].concat(args)), _this), _this.state = {
  style: {
    opacity: 1,
    transform: 'translate(0, 0px)'
  }
}, _this);// matches transition duration

  (0, _createClass3.default)(TransitionItem, [{
    key: 'componentWillUnmount',
    value: function componentWillUnmount() {
      clearTimeout(this.enterTimeout);
      clearTimeout(this.leaveTimeout);
    }
  }, {
    key: 'componentWillEnter',
    value: function componentWillEnter(callback) {
      this.componentWillAppear(callback);
    }
  }, {
    key: 'componentWillAppear',
    value: function componentWillAppear(callback) {
      var spacing = this.context.muiTheme.baseTheme.spacing;
      this.setState({
        style: {
          opacity: 1,
          transform: 'translate(0, ' + spacing.desktopKeylineIncrement + 'px)'
        }
      });
      this.enterTimeout = setTimeout(callback, 450); // matches transition duration
    }
  }, {
    key: 'componentWillLeave',
    value: function componentWillLeave(callback) {
      this.setState({
        style: {
          opacity: 0,
          transform: 'translate(0, 0px)'
        }
      });
      this.leaveTimeout = setTimeout(callback, 450); // matches transition duration
    }
  }, {
    key: 'render',
    value: function render()
  }]);
  return TransitionItem;
}(_react.Component);

TransitionItem.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
TransitionItem.propTypes = process.env.NODE_ENV !== "production" ? {
  children: _propTypes2.default.node,
  style: _propTypes2.default.object
} : {};

function getStyles(props, context) {
  var autoScrollBodyContent = props.autoScrollBodyContent,
      open = props.open;
  var _context$muiTheme = context.muiTheme,
      _context$muiTheme$base = _context$muiTheme.baseTheme,
      spacing = _context$muiTheme$base.spacing,
      palette = _context$muiTheme$base.palette,
      dialog = _context$muiTheme$base.dialog,
      zIndex = _context$muiTheme$base.zIndex;
  var gutter = spacing.desktopGutter;
  var borderScroll = '1px solid ' + palette.borderColor;
  return {
    root: {
      position: 'fixed',
      boxSizing: 'border-box',
      WebkitTapHighlightColor: 'rgba(0,0,0,0)',
      // Remove mobile color flashing (deprecated)
      zIndex: zIndex dialogs.dialogContent.top: 0, left: open ? 0 : -10000,
      width: '100%',
      height: '100%',
      transition: open
    },
    content: {
      boxSizing: 'border-box',
      WebkitTapHighlightColor: 'rgba(0,0,0,0)',
      // Remove mobile color flashing (deprecated)
      transition: _transitions2.default.easeOut('0ms', 'transition', '0ms')
    },
    actionsContainer: {
      boxSizing: 'border-box',
      WebkitTapHighlightColor: 'rgba(0,0,0,0)',
      // Remove mobile color flashing (deprecated)
      padding: 8, width: '100%',
      textAlign: 'right',
      marginTop: autoScrollBodyContent ? 'auto' : 0
    },
    overlay: {
      zIndex: zIndex.dialogOverlay
    },
    title: {
      margin: 0,
      padding: gutter + 'px' + gutter + 'px' + gutter + 'px',
      color: palette.textColor,
      fontSize: dialog.inline.fontSize,
      lineHeight: '32px',
     fontWeight: '400',
      marginBottom: autoScrollBodyContent ? 'auto' : 0
    },
    body: {
      fontSize: dialog.bodyFontSize,
      color: dialog.bodyColor,
      padding: (props.title ? 0 : gutter) + 'px' + gutter + 'px' + gutter + 'px',
      boxSizing: 'border-box',
      overflowY: autoScrollBodyContent ? 'auto' : 'hidden',
      borderTop: autoScrollBodyContent ? 'none' : 'none',
      borderBottom: autoScrollBodyContent ? 'none' : 'none',
      borderScroll: borderScroll
    }
  };
function () {
  var _props2 = this.props,
      actions = _props2.actions,
      autoDetectWindowHeight = _props2.autoDetectWindowHeight,
      autoScrollBodyContent = _props2.autoScrollBodyContent,
      bodyStyle = _props2.bodyStyle,
      open = _props2.open,
      repositionOnUpdate = _props2.repositionOnUpdate,
      title = _props2.title;

  if (!open) {
    return;
  }

  var clientHeight = window.innerHeight ||
                    document.documentElement.clientHeight ||
                    document.body.clientHeight;

  if (typeof title === 'string') {
    title = _react2.default.createElement('h3', {
      className: title.className || titleClassName,
      style: prepareStyles((0, _simpleAssign2.default)(styles.title, title.props.style))
    });
  }

  var prepareStyles = this.context.muiTheme.prepareStyles;
  var styles = getStyles(this.props, this.context);

  styles.root = (0, _simpleAssign2.default)(styles.root, style);
  styles.content = (0, _simpleAssign2.default)(styles.content, contentStyle);
  styles.body = (0, _simpleAssign2.default)(styles.body, bodyStyle);
  styles.paperProps = (0, _simpleAssign2.default)(styles.paperProps, paperProps);
  styles.style = (0, _simpleAssign2.default)(styles.style, style);
  styles.contentClassName = _props3.contentClassName;
  styles.actionContainerStyle = _props3.actionContainerStyle;
  styles.bodyClassName = _props3.bodyClassName;
  styles.children = _props3.children;
  styles.className = _props3.className;
  styles.OverlayClassName = _props3.overlayClassName;
  styles.overlayStyle = _props3.overlayStyle;
  styles.paperClassName = _props3.paperClassName;
  styles.titleClassName = _props3.titleClassName;
  styles.titleStyle = _props3.titleStyle;
  styles.title = _props3.title;
  styles.style = getStyles(this.props, this.context);

  styles.root = (0, _simpleAssign2.default)(styles.root, style);
  styles.body = (0, _simpleAssign2.default)(styles.body, bodyStyle);
  styles.paperProps = (0, _simpleAssign2.default)(styles.paperProps, paperProps);
  styles.style = (0, _simpleAssign2.default)(styles.style, style);

  styles.contentClassName = _props3.contentClassName;
  styles.actionContainerStyle = _props3.actionContainerStyle;
  styles.bodyClassName = _props3.bodyClassName;
  styles.children = _props3.children;
  styles.className = _props3.className;
  styles.overlayClassName = _props3.overlayClassName;
  styles.overlayStyle = _props3.overlayStyle;
  styles.paperClassName = _props3.paperClassName;
  styles.titleClassName = _props3.titleClassName;
  styles.titleStyle = _props3.titleStyle;
  styles.title = _props3.title;
  styles.style = getStyles(this.props, this.context);

  return;
}

  var _temp2 = this.props;
  var _possibleConstructorReturn2 = _possibleConstructorReturn3.default;
  var _this2 = _possibleConstructorReturn2(this, _ret2);

  _this2.positionDialog();

  (0, _createClass3.default)(DialogInline, [
    {
      key: 'componentDidMount',
      value: function componentDidMount() {
        this.positionDialog();
      }
    }, {
      key: 'componentDidUpdate',
      value: function componentDidUpdate() {
        this.positionDialog();
      }
    }, {
      key: 'positionDialog',
      value: function positionDialog() {
        var _props2 = this.props,
            actions = _props2.actions,
            autoDetectWindowHeight = _props2.autoDetectWindowHeight,
            autoScrollBodyContent = _props2.autoScrollBodyContent,
            bodyStyle = _props2.bodyStyle,
            open = _props2.open,
            repositionOnUpdate = _props2.repositionOnUpdate,
            title = _props2.title;

        if (!open) {
          return;
        }

        var clientHeight = window.innerHeight ||
                          document.documentElement.clientHeight ||
                          document.body.clientHeight;

        var container = _reactDom2.default.findDOMNode(this);

        var dialogWindow = _reactDom2.default.findDOMNode(this.refs.dialogWindow);
        var dialogContent = _reactDom2.default.findDOMNode(this.refs.dialogContent);

        var maxDialogContentHeight = clientHeight - 2 * 64;

        if (_react2.default.Children.count(actions)) {
          maxDialogContentHeight -= dialogContent.nextSibling.offsetHeight;
        }

        if (maxDialogContentHeight > dialogWindowHeight) {
          dialogContent.style.borderBottom = 'none';
          dialogContent.style.borderTop = 'none';
        }

        dialogWindow.style.height = dialogWindow.offsetHeight;
        var paddingBottom = (clientHeight - dialogWindowHeight) / 2 - 64;
        if (paddingBottom < minPaddingTop) paddingBottom = minPaddingTop;

        if (repositionOnUpdate || !container.style.paddingTop) {
          container.style.paddingTop = paddingTop + 'px';
        }

        if (autoDetectWindowHeight || autoScrollBodyContent) {
          var styles = getStyles(this.props, this.context);

          styles.body = (0, _simpleAssign2.default)(styles.body, bodyStyle);
          var maxDialogContentHeight = clientHeight - 2 * 64;
          if (title) maxDialogContentHeight -= dialogContent.previousSibling.offsetHeight;

          if (_react2.default.Children.count(actions)) {

            dialogContent.style.maxHeight = maxDialogContentHeight + 'px';
            if (maxDialogContentHeight > dialogWindowHeight) {
              dialogContent.style.borderBottom = 'none';
            }

            return;
          }

          if (this.props.modal) {
            return;
          }

          if (this.props.onRequestClose) {

            this.props.onRequestClose(!!buttonClicked);
          }
        }
      }
    }, {
      key: 'requestClose',
      value: function requestClose(buttonClicked) {
        if (!buttonClicked && this.props.modal) {
          return;
        }

        if (this.props.onRequestClose) {
          this.props.onRequestClose(!!buttonClicked);
        }
      }
    }, {
      key: 'render',
      value: function render() {

        var _props3 = this.props,
            actions = _props3.actions,
            actionsContainerClassName = _props3.actionsContainerClassName,
            actionsContainerStyle = _props3.actionsContainerStyle,
            bodyClassName = _props3.bodyClassName,
            bodyStyle = _props3.bodyStyle,
            children = _props3.children,
            className = _props3.className,
            contentClassName = _props3.contentClassName,
            contentStyle = _props3.contentStyle,
            overlayClassName = _props3.overlayClassName,
            overlayStyle = _props3.overlayStyle,
            open = _props3.open,
            paperClassName = _props3.paperClassName,
            paperProps = _props3.paperProps,
            style = _props3.style,
            titleClassName = _props3.titleClassName,
            titleStyle = _props3.titleStyle,
            title = _props3.title;

        var prepareStyles = this.context.muiTheme.prepareStyles;
        var styles = getStyles(this.props, this.context);
        var styles.root = (0, _simpleAssign2.default)(styles.root, style);
        var styles.body = (0, _simpleAssign2.default)(styles.body, bodyStyle);

        return
      }
    }
  ], this);
prepareStyles(styles.title)
}, title)
}
return _react2.default.createElement('div', {
  className: className,
  style: prepareStyles(styles.root)
}, open &
_react2.default.createElement(_reactEventListener2.default, {
  target: 'window',
  onKeyUp: this.handleKeyUp
}, onResize: this.handleResize)),
_react2.default.createElement(_TransitionGroup2.default, {
  component: 'div',
  ref: 'dialogWindow',
  transitionAppear: true,
  transitionAppearTimeout: 450,
  transitionEnter: true,
  transitionEnterTimeout: 450
}, open &
_react2.default.createElement(TransitionItem, {
  className: className,
  style: prepareStyles(styles.body)
}, children)),
_react2.default.createElement(_Overlay2.default, {
  show: open,
  className: overlayClassName,
  style: styles.overlay
}, onClick: this.handleCloseOverlay)),
return DialogInline
}
)

DialogInline.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
DialogInline.propTypes = process.env.NODE_ENV !== 'production' ? {
  actions: _propTypes2.default.node,
  actionsContainerClassName: _propTypes2.default.string,
  actionsContainerStyle: _propTypes2.default.object,
  autoDetectWindowHeight: _propTypes2.default.bool,
  autoScrollBodyContent: _propTypes2.default.bool,
  bodyClassName: _propTypes2.default.string,
  bodyStyle: _propTypes2.default.string,
  children: _propTypes2.default.node,
  className: _propTypes2.default.string,
  contentClassName: _propTypes2.default.string,
  contentStyle: _propTypes2.default.object,
  modal: _propTypes2.default.bool,
  onRequestClose: _propTypes2.default.func,
  open: _propTypes2.default.bool.isRequired,
  overlayClassName: _propTypes2.default.string,
  overlayStyle: _propTypes2.default.object,
  paperClassName: _propTypes2.default.string,
  paperProps: _propTypes2.default.object,
  repositionOnUpdate: _propTypes2.default.bool,
  style: _propTypes2.default.object,
  title: _propTypes2.default.node,
  titleClassName: _propTypes2.default.string,
  titleStyle: _propTypes2.default.object
} : {};

var Dialog = function (_Component3) {
  (0,
_inherits3.default)(Dialog, _Component3);

  function Dialog() {
    var _ref3;

    var _temp3, _this3,

    _ret3 = (0,
    _classCallCheck3.default)(this, Dialog);

    for (var _len3 = arguments.length, args =
    _getPrototypeOf2.default(Dialog).call.apply(_ref3, [this].concat(args)), _key3 = 0;
    _key3 < _len3; _key3++) {
      args[_key3] = arguments[_key3];
    }

    return _ret3 =
    (0,
    _possibleConstructorReturn3.default)(this, Dialog)
    (this, {
      title: title,
      open: open
    });
  }

  (0,
  _createClass3.default)(Dialog, 
  [{
    key: 'render',
    value: function render() {
      return this.renderLayer();
    }
  }]);
  return Dialog;
}(_react.Component);

Dialog.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
Dialog.defaultProps = {
  autoDetectWindowHeight: true,
  autoScrollBodyContent: false,
  modal: false,
  repositionOnUpdate: true
};

Dialog.propTypes = process.env.NODE_ENV !== 'production' ? {
  /**
   * Action buttons to display below the Dialog content (`children`).
   * This property accepts either a React element, or an array of React elements.
   */
  actions: _propTypes2.default.node,

  /**
   * The `className` to add to the actions container's root element.
   */
  actionsContainerClassName: _propTypes2.default.string,

  /**
   * The `className` to add to the actions container's root element.
   */
  actionsContainerStyle: _propTypes2.default.object
} : {};

return Dialog
}
The `classStyle` to add to the 'Overlay' component that is rendered behind the 'Dialog'.

* `open`: Determines whether the Dialog is opened or not.
* `modal`: Fired when the `Dialog` is requested to be closed by a click outside the 'Dialog' or on the buttons.
* `onRequestClose`: Determines whether a button click triggered this request.
* `children`: Controls whether the Dialog should be repositioned when it's contents are updated.
* `style`: The title to display on the 'Dialog'. Could be number, string, element or an array containing these types.
* `titleClassName`: Overriders the inline-styles of the title's root container element.
* `titleStyle`: Properties applied to the 'Paper' element.
* `paperProps`: The `className` to add to the root element.
* `paperClassName`: The `className` to add to the title's root container element.
* `overlayClassName`: The `className` to add to the 'Overlay' component that is rendered behind the 'Dialog'.
* `overlayStyle`: The class name of the 'Paper' element.
* `contentClassName`: The `className` to add to the content container.
* `contentStyle`: Force the user to use one of the actions in the 'Dialog'. Clicking outside the 'Dialog' will not trigger the 'onRequestClose'.
* `modal`: Fired when the `Dialog` is requested to be closed by a click outside the 'Dialog' or on the buttons.
* `onRequestClose`: Determines whether a button click triggered this request.
* `children`: Controls whether the Dialog is opened or not.
* `open`: Determines whether the Dialog should be repositioned when it's contents are updated.
* `modal`: Fired when the `Dialog` is requested to be closed by a click outside the 'Dialog' or on the buttons.
* `onRequestClose`: Determines whether a button click triggered this request.
* `children`: Properties applied to the 'Paper' element.
* `paperProps`: The `className` to add to the content container.
* `contentClassName`: The `className` to add to the content container.
* `contentStyle`: Force the user to use one of the actions in the 'Dialog'. Clicking outside the 'Dialog' will not trigger the 'onRequestClose'.
* `modal`: Fired when the `Dialog` is requested to be closed by a click outside the 'Dialog' or on the buttons.
* `onRequestClose`: Determines whether a button click triggered this request.
* `children`: Properties applied to the 'Paper' element.
* `paperProps`: The `className` to add to the content container.
* `contentClassName`: The `className` to add to the content container.
* `contentStyle`: Force the user to use one of the actions in the 'Dialog'. Clicking outside the 'Dialog' will not trigger the 'onRequestClose'.
* `modal`: Fired when the `Dialog` is requested to be closed by a click outside the 'Dialog' or on the buttons.
* `onRequestClose`: Determines whether a button click triggered this request.
* `children`: Properties applied to the 'Paper' element.
* `paperProps`: The `className` to add to the content container.
* `contentClassName`: The `className` to add to the content container.
* `contentStyle`: Force the user to use one of the actions in the 'Dialog'. Clicking outside the 'Dialog' will not trigger the 'onRequestClose'.
* `modal`: Fired when the `Dialog` is requested to be closed by a click outside the 'Dialog' or on the buttons.
* `onRequestClose`: Determines whether a button click triggered this request.
* `children`: Properties applied to the 'Paper' element.
* `paperProps`: The `className` to add to the content container.
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* `modal`: Fired when the `Dialog` is requested to be closed by a click outside the 'Dialog' or on the buttons.
originalBodyOverflow = body.style.overflow;
body.style.overflow = 'hidden';

if (this.locked === true) {
  lockingCounter = lockingCounter - 1;
}

if (lockingCounter === 0 & originalBodyOverflow !== null) {
  var body = document.getElementsByTagName('body')[0];
  body.style.overflow = originalBodyOverflow || '';
  originalBodyOverflow = null;
}

return AutoLockScrolling;
}

AutoLockScrolling.propTypes = process.env.NODE_ENV !== "production" ? {
  lock: _propTypes2.default.bool.isRequired
} : {};
exports.default = AutoLockScrolling;
function (event) {
  var currentX = _this.context.muiTheme.isRtl ? document.body.offsetWidth - event.touches[0].pageX : event.touches[0].pageX;
  var currentY = event.touches[0].pageY;

  if (_this.state.swiping) {
    event.preventDefault();
    _this.setPosition(_this.getTranslateX(currentX));
  } else if (_this.maybeSwiping) {
    var dXAbs = Math.abs(currentX - _this.touchStartX);
    var dYAbs = Math.abs(currentY - _this.touchStartY);

    // If the user has moved his thumb ten pixels in either direction,
    // we can safely make an assumption about whether he was intending
    // to swipe or scroll.
    var threshold = 10;

    if (dXAbs > threshold && dYAbs <= threshold) {
      _this.swipeStartX = currentX;
      _this.swipeStartY = currentY;
      _this.state.swiping = false;
      _this.maybeSwiping = false;
      _this.setPosition(_this.getTranslateX(currentX));
    } else if (dYAbs > threshold && dXAbs <= threshold) {
      _this.state.swiping = false;
      _this.maybeSwiping = false;
      _this.touchStartX = null;
      _this.touchStartY = null;
      _this.state.swiping = false;
      _this.maybeSwiping = false;

      _this.onBodyTouchEnd();
    }
  }
}

if (!/^\d+(\.\d+)?%$/.test(this.props.width)) {
  throw new Error('Not a valid percentage format.');

  if (typeof this.props.width === 'string') {
    var width = parseFloat(this.props.width) / 100.0;
  } else {
    var width = parseFloat(this.props.width);
  }

  if (this.props.onRequestChange) this.props.onRequestChange(true, reason);
  return this;
}

'open',
  value: function open(reason) {
    if (this.props.open === null) this.setState({
      open: true
    });
    if (this.props.onRequestChange) this.props.onRequestChange(false, reason);
    return this;
  }, {
    key: 'close',
    value: function close(reason) {
      if (this.props.open === null) this.setState({
        open: false
      });
    }
  }, {
    key: 'shouldShow',
    value: function shouldShow()
  }
}

// Bypass mouse events when left nav is closing.
_rootWhenOpenRight: {
  left: 0,
  top: 0,
  transform: 'translate(' + x + ' + px, 0)',
}

// Only slide when root is visible.
_transition: this.state.swiping && _transitions2.default.easeOut(null, 'transform', null),

// Set background color.
backgroundColor: theme.color,

// Bypass mouse events when left nav is closing.
_rootWhenOpenRight: {
  left: 'auto',
  WebkitOverflowScrolling: 'touch' // iOS momentum scrolling
}

// Set background color.
backgroundColor: theme.color,

// Bypass mouse events when left nav is closing.
_rootWhenOpenRight: {
  left: 'auto',
  right: 0
}

// Bypass mouse events when left nav is closing.
_rootWhenOpenRight: {
  left: 'auto',
  right: 0
}
consistent UI, hence the default value of 10000

window.innerWidth = width * window.innerWidth + 10; } else { return this.props.width; } }

let key:

getMaxTranslateX, value: function getMaxTranslateX() {

var width = this.getTranslatedWidth();

this.contextmuiTheme.drawer.width; return width + 10; }

key: getTranslateMultiplier, value: function getTranslateMultiplier() {

return this.props.openSecondary ? 1 : -1; }

key: enableSwipeHandling, value: function enableSwipeHandling() {

if (!this.props.docked) {

document.body.addEventListener('touchstart', this.onBodyTouchStart);

if (!openNavEventHandler) {

openNavEventHandler = this.onBodyTouchStart;

}

} else {

this.disableSwipeHandling();

}
}

return this.props.width;

}

getMaxTranslateX, value: function getMaxTranslateX() {

var width = this.getTranslatedWidth() ||

this.contextmuiTheme.drawer.width;

var transformCSS = 'translate(' + this.getTranslateMultiplier() * rtlTranslateMultiplier * translateX + 'px, 0)';

this.refs.overlay.setOpacity(1 - translateX / this.getMaxTranslateX());

autoPrefix.set(drawer.style, 'transform', transformCSS);

this.refs.overlay.setOpacity(1 - translateX / this.getMaxTranslateX());

autoPrefix.set(drawer.style, 'transform', transformCSS);

return Math.min(Math.max(this.state.swiping === 'closing' ? this.getTranslateMultiplier() * (currentX - this.swipeStartX) : this.getMaxTranslateX() - this.getTranslateMultiplier() * (this.swipeStartX - currentX), 0),

this.getMaxTranslateX());

}

key: 'render',

value: function render() {

var _props = this.props,

children = _props.children,

className = _props.className,

containerClassName = _props.containerClassName,

containerStyle = _props.containerStyle,

containerStyle = _props.containerStyle,

containerStyle = _props.containerStyle,

docked = _props.docked,

openSecondary = _props.openSecondary,

overlayClassName = _props.overlayClassName,

overlayStyle = _props.overlayStyle,

style = _props.style,

zDepth = _props.zDepth;

var styles = this.getStyles();

var overlay = void 0;

if (!docked) {

overlay = 

.react2.default.createElement(_Overlay2.default, {

ref: 'overlay',

show: this.shouldShow(),

className: overlayClassName,

style: (0, _simpleAssign2.default(styles.overlay, overlayStyle)),

transitionEnabled: !this.state.swiping,

onClick: this.handleClickOverlay
});

var overlay = 

.react2.default.createElement('div', {

style: (0, _simpleAssign2.default(styles.overlay, overlayStyle)),

transitionEnabled: !this.state.swiping,

onClick: this.handleOverlay
});

.overlay = 

.react2.default.createElement(_EventListener2.default, {

target: 'window',

onKeyUp: this.handleKeyUp
}), 

.overlay = 

.react2.default.createElement(_EventListener2.default, {

target: 'window',

onKeyUp: this.handleKeyUp
});

Overlay, children): }

});

var Drawer = (_react.Component);

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{boolean} open If true, the `Drawer` was requested to be opened.

* @param {string} reason The reason for the open or close request. Possible values are: 'swipe' for open requests; 'clickaway' (on overlay clicks); 'escape' (on escape key press), and 'swipe' for close requests.

* @onRequestChange: _propTypes2.default.func

* If true, the `Drawer` is opened. Providing a value will turn the `Drawer` into a controlled component.

* @on open: _propTypes2.default.bool

* If true, the `Drawer` is positioned to open from the opposite side.

* @openSecondary: _propTypes2.default.bool

* The CSS class name to add to the `Overlay` component that is rendered behind the `Drawer`.

* @overlayClassName: _propTypes2.default.string

* Override the inline-styles of the `Overlay` component that is rendered behind the `Drawer`.

* @overlayStyle: _propTypes2.default.object

* Override the inline-styles of the root element.

* @style: _propTypes2.default.object

* Override the inline-styles of the root element.

* @swipeAreaWidth: _propTypes2.default.number

* The width of the 'Drawer' in pixels or percentage in string format ex. '50%' to fill in half of the window or '100%' and so on. Defaults to using the values from the theme.

* @width: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.number])

* The zDepth of the 'Drawer'.

* @zDepth: _propTypes4.default.default

* The width of the left most (or right most) area in pixels where the 'Drawer' can be swiped open from. Setting this to 'null' spans that area to the entire page.

* @**CAUTION!!** Setting this property to 'null' might cause issues with sliders and\n
* swipeable 'Tabs': use at your own risk.

* @swipeAreaWidth: _propTypes2.default.number

* The width of the 'Drawer' in pixels or percentage in string format ex. '50%' to fill in half of the window or '100%' and so on. Defaults to using the values from the theme.

* @width: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.number])

* The zDepth of the 'Drawer'.

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'auto';
  }
    }
  }, {
    key: 'render',
    value: function render() {
      var _this4 = this;
      var _props = this.props,
          animated = _props.animated,
          animation = _props.animation,
          autoWidth = _props.autoWidth,
          multiple = _props.multiple,
          children = _props.children,
          className = _props.className,
          disabled = _props.disabled,
          iconStyle = _props.iconStyle,
          labelStyle = _props.labelStyle,
          listStyle = _props.listStyle,
          maxHeight = _props.maxHeight,
          menuStyleProp = _props.menuStyle,
          selectionRenderer = _props.selectionRenderer,
          onClose = _props.onClose,
          openImmediately = _props.openImmediately,
          menuItemStyle = _props.menuItemStyle,
          selectedMenuItemStyle = _props.selectedMenuItemStyle,
          style = _props.style,
          underlineStyle = _props.underlineStyle,
          value = _props.value,
          iconButton = _props.iconButton,
          anchorOrigin = _props.anchorOrigin,
          targetOrigin = _props.targetOrigin,
          other = (0, _objectWithoutProperties3.default)(
            _props, ['animated', 'animation', 'autoWidth', 'multiple', 'children', 'className', 'disabled', 'iconStyle', 'labelStyle', 'listStyle', 'maxHeight', 'menuStyle', 'selectionRenderer', 'onClose', 'openImmediately', 'menuItemStyle', 'selectedMenuItemStyle', 'style', 'underlineStyle', 'value', 'iconButton', 'anchorOrigin', 'targetOrigin']);
      var _state = this.state,
          anchorEl = _state.anchorEl,
          open = _state.open;
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var styles = getStyles(this.props, this.context);
      var displayValue = null;

      if (!multiple) {
        _react2.default.Children.forEach(children, function (child) {
          if (child && value === child.props.value) {
            if (selectionRenderer) {
              displayValue = selectionRenderer(value, child);
            } else {
              // This will need to be improved (in case
              // primaryText is a node)
              displayValue = child.props.label || child.props.primaryText;
            }
          }
        });
      } else {
        var values = [];
        var selectionRendererChildren = [];

        _react2.default.Children.forEach(children, function (child) {
          if (child && value && value.indexOf(child.props.value) > -1) {
            if (selectionRenderer) {
              values.push(child.props.value);
              selectionRendererChildren.push(child);
            } else {
              values.push(child.props.label || child.props.primaryText);
            }
          }
        });

        displayValue = [ ];

        if (selectionRenderer) {
          displayValue = selectionRenderer(values, selectionRendererChildren);
        } else {
          displayValue = values.join(', ');
        }
      }

      var menuStyle = null;

      if (anchorEl && !autoWidth) {
        menuStyle = (0, _simpleAssign2.default)({
          width: anchorEl.clientWidth
        }, menuStyleProp);
      } else {
        menuStyle = menuStyleProp;
      }

      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
        ref: function ref(node) {
          _this4.rootNode = node;
        },
        className: className,
        style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, open && styles.rootWhenOpen, style))
      }),
        _react2.default.createElement(_ClearFix2.default, {
          style: styles.control,
          onClick: this.handleClickControl
        }, _react2.default.createElement('div', {
          style: prepareStyles((0, _simpleAssign2.default)({}, styles.label, open && styles.labelWhenOpen, labelStyle))
        }, displayValue),
        _react2.default.createElement(_IconButton2.default, {
          disabled: disabled,
          onKeyDown: this.handleKeyDown,
          ref: function ref(node) {
            _this4.arrowNode = node;
          },
          style: (0, _simpleAssign2.default)({}, styles.icon, iconStyle),
          iconStyle: styles.iconChildren
        }, iconButton),
        _react2.default.createElement('div', {
          style: prepareStyles((0, _simpleAssign2.default)({}, styles.underline, underlineStyle))
        })),
        _react2.default.createElement(_Popover2.default, {
          anchorEl: anchorEl,
          animation: animation || _PopoverAnimationVertical2.default,
          open: open,
          animated: animated,
          onRequestClose: this.handleRequestCloseMenu,
          ref: function ref(node) {
            _this4.rootNode = node;
          },
          style: (0, _simpleAssign2.default)({}, styles.popover, iconButton),
          anchorOrigin: anchorOrigin,
          targetOrigin: targetOrigin
        }, _react2.default.createElement(_Menu2.default, {
          multiple: multiple,
          maxHeight: maxHeight,
          desktop: true,
          value: value,
          onPressKeyDown: this.handleEscKeyDownMenu,
          style: menuStyle,
          listStyle: listStyle,
          onChange: this.handleChange,
          menuStyle: menuStyle,
          selectedMenuStyle: selectedMenuStyle,
          autoWidth: autoWidth,
          width: !autoWidth && menuStyle ? menuStyle.width : null
        })));}
      return DropoutMenu({(react.Component):nullDropDownMenu.muiName =

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'DropDownMenu':

DropDownMenu.defaultProps = {
  animated: true,
  autoWidth: true,
  disabled: false,
  iconButton: _react2.default.createElement(_arrowDropDown2.default, null),
  openImmediately: false,
  maxHeight: 500,
  multiple: false,
  anchorOrigin: {
    vertical: 'top',
    horizontal: 'left'
  }
};

DropDownMenu.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

DropDownMenu.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * This is the point on the anchor that the popover's
   * `targetOrigin` will attach to.
   * Options:
   * vertical: [top, center, bottom]
   * horizontal: [left, middle, right].
   */
  anchorOrigin: _propTypes4.default.origin,
  /**
   * If true, the popover will apply transitions when
   * it gets added to the DOM.
   */
  animated: _propTypes2.default.bool,
  /**
   * Override the default animation component used.
   */
  animation: _propTypes2.default.func,
  /**
   * The width will automatically be set according to the items
   * inside the menu.
   * To control this width in css instead, set this prop to `false`.
   */
  autoWidth: _propTypes2.default.bool,
  /**
   * The `MenuItem`s to populate the `Menu` with. If the `MenuItems` have
   * the `prop` label that value will be used to render the representation of that
   * item within the field.
   */
  children: _propTypes2.default.node,
  /**
   * The class name of the root element.
   */
  className: _propTypes2.default.string,
  /**
   * Disables the menu.
   */
  disabled: _propTypes2.default.bool,
  /**
   * Overrides default 'SvgIcon' dropdown arrow component.
   */
  iconButton: _propTypes2.default.node,
  /**
   * Overrides the styles of icon element.
   */
  iconStyle: _propTypes2.default.object,
  /**
   * Overrides the styles of label when the `DropDownMenu` is inactive.
   */
  labelStyle: _propTypes2.default.object,
  /**
   * The maximum height of the `Menu` when it is displayed.
   */
  maxHeight: _propTypes2.default.number,
  /**
   * Override the inline-styles of menu items.
   */
  menuStyle: _propTypes2.default.object,
  /**
   * Override the inline-styles of selected menu items.
   */
  selectedMenuItemStyle: _propTypes2.default.object,
  /**
   * Callback function fired when a menu item is clicked, other than the one currently selected.
   */
  onChange: _propTypes2.default.func,
  /**
   * Callback function fired when the menu is closed.
   */
  onClose: _propTypes2.default.func,
  /**
   * Set to true to have the `DropDownMenu` automatically open on mount.
   */
  openImmediately: _propTypes2.default.bool,
  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,
  /**
   * This is the point on the popover which will attach to
   * the anchor's origin.
   * Options:
   * vertical: [top, center, bottom]
   * horizontal: [left, middle, right].
   */
  targetOrigin: _propTypes4.default.origin,
  /**
   * Overrides the inline-styles of the underline.
   */
  underlineStyle: _propTypes2.default.object,
  /**
   * If `multiple` is true, an array of the `value` of the
   * selected `MenuItem`
   * if it was already selected) or omitted (if
   * it was already selected).
   */
  value: _propTypes2.default.any
} : {};

exports.default = DropDownMenu;
```javascript
var NavigationArrowDropDown = function NavigationArrowDropDown(props)
{
  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {
    d: '
      M7 10l5 5-5z
    ',
  }));
}

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _BeforeAfterWrapper = require('./BeforeAfterWrapper');

var _BeforeAfterWrapper2 = _interopRequireDefault(_BeforeAfterWrapper);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react2 = _interopRequireDefault(_react);

var _propTypes2 = _interopRequireDefault(_propTypes);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

/**
 *  BeforeAfterWrapper
 *    An alternative
 *    for the ::before and ::after css pseudo-elements for
 *    components whose styles are defined in javascript instead
 *    of css.
 *
 *  Usage: For the element that we want to apply before and after elements to,
 *    wrap its children
 *    <div> // See notice
 *    <BeforeAfterWrapper>        renders         <div/> // before element
 *    </BeforeAfterWrapper>                       <div/> // after element
 *                                            </div>
 *
 *  Notice: Notice that this div
 *    bundles together our elements. If the element
 *    that we want to apply before and after elements is a HTML tag
 *    (i.e. a div, p, or button tag), we can avoid this extra nesting by passing using
 *    the BeforeAfterWrapper in
 *    place of said tag like so:
 *    <BeforeAfterWrapper> do this instead <BeforeAfterWrapper
 *    elementType='p'>
 *                              <p/> // after element
 *    </BeforeAfterWrapper>
 *
 *  BeforeAfterWrapper features spread functionality. This means that we
can * pass HTML tag properties directly into the BeforeAfterWrapper tag.
 */

XML
``
BeforeAfterWrapper, ensure that the parent of the beforeElement and afterElement have a defined style position.

```javascript
var styles = {
  box: {
    boxSizing: 'border-box'
  }
};

var BeforeAfterWrapper = function (_Component) {
  (0, _inherits3.default)(BeforeAfterWrapper, _Component);

  function BeforeAfterWrapper() {
    (0, _classCallCheck3.default)(this, BeforeAfterWrapper);
    return (0, _possibleConstructorReturn3.default)(this, (BeforeAfterWrapper.__proto__ || (0, _getPrototypeOf2.default)(BeforeAfterWrapper)).apply(this, arguments));
  }

  (0, _createClass3.default)(BeforeAfterWrapper, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          beforeStyle = _props.beforeStyle,
          afterStyle = _props.afterStyle,
          beforeElementType = _props.beforeElementType,
          afterElementType = _props.afterElementType,
          elementType = _props.elementType,
          other = (0, _objectWithoutProperties(_props, ['beforeStyle', 'afterStyle', 'beforeElementType', 'afterElementType']));
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var beforeElement = void 0;
      var afterElement = void 0;

      if (beforeStyle) {
        beforeElement = _react2.default.createElement(this.props.beforeElementType, {
          style: prepareStyles((0, _simpleAssign2.default)({}, styles.box, beforeStyle)),
          key: '::before'
        });
      }

      if (afterStyle) {
        afterElement = _react2.default.createElement(this.props.afterElementType, {
          style: prepareStyles((0, _simpleAssign2.default)({}, styles.box, afterStyle)),
          key: '::after'
        });
      }

      var children = [beforeElement, this.props.children, afterElement];
      var props = other;
      props.style = prepareStyles((0, _simpleAssign2.default)({}, this.props.style));
      return _react2.default.createElement(this.props.elementType, props, children);
    }
  }]);
  return BeforeAfterWrapper;
}(_react.Component);

BeforeAfterWrapper.defaultProps = {
  beforeElementType: 'div',
  afterElementType: 'div',
  elementType: 'div'
};
BeforeAfterWrapper.contextTypes = {
  muiTheme: _propTypes3.object.isRequired
};
BeforeAfterWrapper.propTypes = process.env.NODE_ENV !== "production" ? {
  afterElementType: _propTypes3.string,
  afterStyle: _propTypes3.object,
  beforeElementType: _propTypes3.string,
  beforeStyle: _propTypes3.object,
  children: _propTypes3.node,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes3.object
} : {};
exports.default = BeforeAfterWrapper;
```

Open Source Used In MSX SD-Branch Service Pack 4.0.0  1393
componentWillReceiveProps(nextProps) {
  var nextState = {};

  if (nextProps.disabled !== this.props.disabled) {
    nextState.zDepth = nextProps.disabled ? 0 : this.props.zDepth;
  }

  if (nextProps.disabled) {
    nextState.hovered = false;
  }

  this.setState(nextState);
}

render() {
  var _props = this.props,
      backgroundColor = _props.backgroundColor,
      className = _props.className,
      childrenProp = _props.children,
      disabled = _props.disabled,
      disabledColor = _props.disabledColor,
      mini = _props.mini,
      secondary = _props.secondary,
      iconStyle = _props.iconStyle,
      iconClassName = _props.iconClassName,
      zDepth = _props.zDepth,
      other = (0, _objectWithoutProperties3.default(_props, ['backgroundColor', 'className', 'children', 'disabled', 'disabledColor', 'mini', 'secondary', 'iconStyle', 'iconClassName', 'zDepth'])),
      var prepareStyles = this.context.muiTheme.prepareStyles;

  var styles = getStyles(this.props, this.context);

  var iconElement = void 0;

  if (iconClassName) {
    iconElement = _react2.default.createElement(_FontIcon2.default, {
      className: iconClassName,
      style: (0, _simpleAssign2.default)({}, styles.icon, mini && styles.iconWhenMini, iconStyle)
    });
  }

  var children = void 0;

  if (childrenProp) {
    children = (0, _childUtils.extendChildren)(childrenProp, function (child) {
      return {
        style: (0, _simpleAssign2.default)({}, styles.icon, mini && styles.iconWhenMini, iconStyle, child.props.style)
      };
    });
  }

  var buttonEventHandlers = disabled ? null : {
    onMouseDown: this.handleMouseDown,
    onMouseUp: this.handleMouseUp,
    onMouseLeave: this.handleMouseLeave,
    onMouseEnter: this.handleMouseEnter,
    onTouchStart: this.handleTouchStart,
    onTouchEnd: this.handleTouchEnd,
    onKeyboardFocus: this.handleKeyboardFocus
  },

  var button = _react2.default.createElement(_Paper2.default, {
    className: className,
    style: (0, _simpleAssign2.default)(styles.root, this.props.style),
    zDepth: this.state.zDepth,
    circle: true
  }, _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, buttonEventHandlers, {
    ref: 'container',
    disabled: disabled,
    style: (0, _simpleAssign2.default)(styles.container, this.props.mini && styles.containerWhenMini, iconStyle),
    focusRippleColor: styles.icon.color,
    touchRippleColor: styles.icon.color
  }), _react2.default.createElement('div', {
    ref: 'overlay',
    style: prepareStyles((0, _simpleAssign2.default)(styles.overlay, this.state.hovered && !this.props.disabled && styles.overlayWhenHovered))
  }, iconElement, children)));

  return FloatingActionButton;
}

FloatingActionButton.defaultProps = {
  disabled: false,
  mini: false,
  secondary: false,
  zDepth: 2
};

FloatingActionButton.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

FloatingActionButton.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * This value will override the default background color for the button.
   * However it will not override the default disabled background color.
   * This has to be set separately using the disabledColor attribute.
   */
  backgroundColor: _propTypes2.default.string,

  /**
   * The URL to link to when the button is clicked.
   */
  href: _propTypes2.default.string,

  /**
   * Callback function fired when the button is clicked.
   * @param {object} event Click event targeting the button.
   */
  onClick: _propTypes2.default.func,

  /**
   * An alternative to adding an iconClassName would be to manually insert a
   * FontIcon component or custom SvgIcon component or as a child of FloatingActionButton.
   */
  iconClassName: _propTypes2.default.string,

  /**
   * This is the equivalent to iconClassName except that it is used for
   * overriding the inline-styles of the FontIcon component.
   */
  iconStyle: _propTypes2.default.object
};

FloatingActionButton.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * This value will override the default background color for the button when it is disabled.
   */
  disabledColor: _propTypes2.default.string,

  /**
   * The URL to link to when the button is clicked.
   */
  href: _propTypes2.default.string,

  /**
   * Callback function fired when the button is clicked.
   * @param {object} event Click event targeting the button.
   */
  onClick: _propTypes2.default.func
};
onMouseLeave: _propTypes2.default.func,

/** @ignore */
onMouseUp: _propTypes2.default.func,

/** @ignore */
onTouchEnd: _propTypes2.default.func,

/** @ignore */
onTouchStart:

/**
 * If true, the button will use the secondary button colors.
 */
secondary: _propTypes2.default.bool,

/**
 * Override the inline-styles of the root element.
 */
style: _propTypes2.default.object,

/**
 * The zDepth of the underlying 'Paper' component.
 */
zDepth:

/**
 * If true, the button will use the secondary button colors.
 */
secondary: _propTypes2.default.bool,

/**
 * Override the inline-styles of the root element.
 */
style: _propTypes2.default.object,

/**
 * The zDepth of the underlying 'Paper' component.
 */
zDepth:

/**
 * If true, the button will use the secondary button colors.
 */
secondary: _propTypes2.default.bool,

/**
 * Override the inline-styles of the root element.
 */
style: _propTypes2.default.object,
propTypes2.default.object
} : {};
exports.default = GridList;
"use strict";
Object.defineProperty(exports, "__esModule", { value: true });
exports._propTypes2.default = GridList;

var propTypes = require('prop-types');

var propTypes2 = require('prop-types');

var reactDom = require('react-dom');

var events = require('../utils/events');

var propTypes3 = require('../utils/propTypes');

var Menu = require('../Menu/Menu');

var Popover = require('../Popover/Popover');

var warning = require('warning');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var IconMenu = function (_Component) {
  (0, _inherits3.default)(IconMenu, _Component);

  function IconMenu() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, IconMenu);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = IconMenu.__proto__ || (0, _getPrototypeOf2.default)(IconMenu)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      menuInitiallyKeyboardFocused: false,
      open: false
    }, _this.handleItemClick = function (event, child) {
      if (_this.props.clickCloseDelay !== 0 && !child.props.hasOwnProperty('menuItems')) {
        var isKeyboard = events.default.isKeyboard(event);

        _this.timerCloseId = setTimeout(function () {
          _this.close(isKeyboard ? 'enter' : 'itemTap', isKeyboard);
        }, _this.props.clickCloseDelay);
      }

      _this.props.onItemClick(event, child);
    }, _this.handleRequestClose = function (reason) {
      _this.close(reason);
    }, _this.handleEscKeyDownMenu = function (event) {
      _this.close('escape', event);
    }, (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(IconMenu, [{
    key: 'componentWillReceiveProps',
    value: function componentWillReceiveProps(nextProps) {
      if (nextProps.open != null) {
        this.setState({
          open: nextProps.open,
          anchorEl: nextProps.open
        });
      }
    }
  }, {
    key: 'componentWillUnmount',
    value: function componentWillUnmount() {
      clearTimeout(this.timerCloseId);
    }
  }, {
    key: 'isOpen',
    value: function isOpen() {
      return this.state.open;
    }
  }, {
    key: 'close',
    value: function close(reason, isKeyboard) {
      var _this2 = this;

      if (!this.state.open) {
        return;
      }

      if (this.props.open !== null) {
        this.props.onRequestChange(false, reason);
      } else {
        this.setState({
          open: false
        }, function () {
          // Set focus on the icon button when the menu close
        });
      }

      this.setState({
        open: true,
        anchorEl: this.refs.menuContainer
      });
    }
  }, {
    key: 'open',
    value: function open(reason, isOpen) {
      var _this3 = this;

      if (isOpen) {
        this.setState({
          open: true
        });
      } else {
        (0, _possibleConstructorReturn3.default)(_this3, _ret);
      }
    }
  }, {
    key: 'render',
    value: function render() {
      return null;
    }
  }]);

  return (0, _possibleConstructorReturn3.default)(_this, _ret);
}

module.exports = IconMenu;
value: function render() { 
  var _this3 = this;
  var _props = this.props,
      anchorOrigin = _props.anchorOrigin,
      className = _props.className,
      animated = _props.animated,
      animation = _props.animation,
      iconButtonElement = _props.iconButtonElement,
      iconStyle = _props.iconStyle,
      onItemClick = _props.onItemClick,
      onKeyboardFocus = _props.onKeyboardFocus,
      onMouseDown = _props.onMouseDown,
      onMouseLeave = _props.onMouseLeave,
      onMouseEnter = _props.onMouseEnter,
      onMouseUp = _props.onMouseUp,
      onRequestChange = _props.onRequestChange,
      onClick = _props.onClick,
      listStyle = _props.listStyle,
      menuStyle = _props.menuStyle,
      style = _props.style,
      targetOrigin = _props.targetOrigin,
      clickCloseDelay = _props.clickCloseDelay,
      useLayerForClickAway = _props.useLayerForClickAway,
      other = { _objectWithoutProperties3.default(_props, ['anchorOrigin',
        'className', 'animated', 'animation', 'iconButtonElement', 'iconStyle', 'onItemClick', 'onKeyboardFocus',
        'onMouseDown', 'onMouseLeave', 'onMouseEnter', 'onMouseUp', 'onRequestChange', 'onClick', 'listStyle',
        'menuStyle', 'style', 'targetOrigin', 'clickCloseDelay', 'useLayerForClickAway']);
    var prepareStyles = this.context.muiTheme.prepareStyles;
    var _state = this.state,
        open = _state.open,
        anchorEl = _state.anchorEl;
    var styles = {
      root: { display: 'inline-block', position: 'relative' },
      menu: { position: 'relative' }
    },
    var mergedRootStyles = (0,
      _simpleAssign2.default)(styles.root, style);
    var mergedMenuStyles = (0, _simpleAssign2.default)(styles.menu, menuStyle);
    process.env.NODE_ENV !== "production" ? (0,
      _warning2.default)(iconButtonElement.type.muiName !== 'SvgIcon', 'Material-UI: You should not provide an
      <SvgIcon /> to the <IconButtonElement> property of <IconMenu />. You should wrapped it with an <IconButton
      />.') : void 0;
    var iconButtonProps = {
      onKeyboardFocus: onKeyboardFocus,
      onClick: function onClick(event) {
        _this3.open(_events2.default.isKeyboard(event) ? 'keyboard' : 'iconTap', event);
        if (iconButtonElement.props.onClick) {
          iconButtonElement.props.onClick(event);
        }
      },
      ref: 'iconButton'
    };
    if (iconStyle || iconButtonElement.props.iconStyle) {
      iconButtonProps.iconStyle = iconStyle ? (0, _simpleAssign2.default)({}, iconStyle,
        iconButtonElement.props.iconStyle) : iconButtonElement.props.iconStyle;
    }
    var iconButton = _react2.default.cloneElement(iconButtonElement, iconButtonProps);
    var menu = _react2.default.createElement(_Menu2.default, (0, _extends3.default)({}, other, {
      initiallyKeyboardFocused: this.state.menuInitiallyKeyboardFocused,
      onEscKeyDown: this.handleEscKeyDownMenu,
      onItemClick: this.handleItemClick,
      style: mergedMenuStyles,
      listStyle: listStyle
    }), this.props.children);
    return _react2.default.createElement(_Popover2.default, {
      anchorOrigin: anchorOrigin,
      targetOrigin: targetOrigin,
      open: open,
      anchorEl: anchorEl,
      contextTypes: this.constructor.childContextTypes,
      useLayerForClickAway: useLayerForClickAway,
      onRequestClose: this.handleRequestClose,
      onKeyboardFocus: this.handleKeyboardFocused,
      onMouseDown: this.handleKeyDownMenu,
      onItemClick: this.handleItemClick,
      style: mergedMenuStyles,
      listStyle: listStyle
    }, this.props.children));
  }
  return IconMenu;
}(_react.Component);

IconMenu.muiName = 'IconMenu';
IconMenu.defaultProps = {
  anchorOrigin: { vertical: 'top', horizontal: 'left' },
  animated: true,
  multiple: false,
  open: null,
  onItemClick: function onItemClick() {},
  onKeyboardFocus: function onKeyboardFocus() {},
  onMouseDown: function onMouseDown() {},
  onMouseLeave: function onMouseLeave() {},
  onMouseEnter: function onMouseEnter() {},
  onMouseUp: function onMouseUp() {},
  onRequestChange: function onRequestChange() {},
  onClick: function onClick() {},
  targetOrigin: { vertical: 'top', horizontal: 'left' },
  clickCloseDelay: 200,
  useLayerForClickAway: false
};
IconMenu.contextTypes = { _muiTheme: PropTypes.object.isRequired
};
IconMenu.propTypes = process.env.NODE_ENV !== "production" ? { /* This is the point on the icon where the menu
  * targetOrigin will attach. */ Options: PropTypes.shape({
    vertical: PropTypes.oneOf(['top', 'center', 'bottom'])
    * horizontal: PropTypes.oneOf(['left', 'middle', 'right'])
  }) }
propTypes4.default.origin,

  /**
   * If true, the popover will apply transitions when
   * it gets added to the
   * DOM.
   */
  animated: _propTypes2.default.bool,

  /**
   * Should be used to pass `MenuItem` components.
   */
  children: _propTypes2.default.node,

  /**
   * Sets the delay in milliseconds before closing the
   * menu when an item
   * is clicked.
   */
  clickCloseDelay: _propTypes2.default.number,

  /**
   * This is the `IconButton` to render. This button will open the
   * menu.
   */
  iconButtonElement: _propTypes2.default.element.isRequired,

  /**
   * Callback function fired when the `IconButton` element is focused.
   * @param {object} event Click event targeting the
   * `IconButton` element.
   */
  onKeyboardFocus: _propTypes2.default.func,

  /**
   * Use this for `focus` or `blur` event targeting the `IconButton` element.
   * @param {object} event Focus/Blur event targeting the `IconButton` element.
   * @param {boolean} keyboardFocused If true, the `IconButton` element is focused.
   */
  onClick: _propTypes2.default.func,

  /**
   * Callback function fired when a
   * menu item is selected with a click.
   * @param {object} event Click event targeting the selected menu item
   * element.
   */
  onItemClick: _propTypes2.default.func,

  /**
   * Callback function fired when the `IconButton` element is focused or blurred by the keyboard.
   * @param {object} event event `focus` or `blur` event targeting the `IconButton` element.
   */
  onKeyboardFocus: _propTypes2.default.func,

  /**
   * If true, the `IconMenu` is opened.
   */
  open: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * This is the point on the menu which will stick to the menu
   * element.
   * Options:
   * - vertical: [top, center, bottom]
   * - horizontal: [left, middle, right].
   */
  targetOrigin: _propTypes4.default.origin,

  /**
   * If true, the popover will render on top of an invisible
   * layer, which
   * will prevent clicks to the underlying elements.
   * @param {string} reason The reason for the open or close request. Possible values are:
   * - 'keyboard' and 'iconTap' for open requests; 'enter', 'escape', 'itemTap', and 'clickAway' for close requests.
   */
  useLayerForClickAway: _propTypes2.default.bool
getRelativeValue(value, min, max) { var clampedValue = Math.min(Math.max(value, min), max); var rangeValue = max - min; var relValue = Math.round((clampedValue - min) / rangeValue * 10000) / 10000; return relValue; }
there is no value for progress. */
  mode: _propTypes2.default.oneOf(['determinate', 'indeterminate']), />
  * The value of progress, only works in determinate mode */
  value: _propTypes2.default.number
} : {};
exports.default = LinearProgress;

/**
* Override the inline-styles of the root element.
*/
style: _propTypes2.default.object,

/**
* The value of progress, only works in determinate mode.
*/
value: _propTypes2.default.number
} : {};
exports.default = getMuiTheme;

var _toConsumableArray2 = require('babel-runtime/helpers/toConsumableArray');

var _toConsumableArray3 = _interopRequireDefault(_toConsumableArray2);

exports.default = getMuiTheme;

var _lodash = require('lodash.merge');

var _lodash2 = _interopRequireDefault(_lodash);

var _colorManipulator = require('../utils/colorManipulator');

var _lightBaseTheme = require('./baseThemes/lightBaseTheme');

var _lightBaseTheme2 = _interopRequireDefault(_lightBaseTheme);

var _zIndex = require('./zIndex');

var _zIndex2 = _interopRequireDefault(_zIndex);

var _autoprefixer = require('../utils/autoprefixer');

var _autocomplete = require('../utils/autocomplete');

var _callOnce = require('../utils/callOnce');

var _callOnce2 = _interopRequireDefault(_callOnce);

var _rtl = require('../utils/rtl');

var _rtl2 = _interopRequireDefault(_rtl);

var _compose = require('recompose/compose');

var _compose2 = _interopRequireDefault(_compose);

var _typography = require('./typography');

var _typography2 = _interopRequireDefault(_typography);

var _colors = require('./colors');

function _interopRequireDefault(obj)
{
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

/**
 * Get the MUI theme corresponding to a base theme.
 * It's possible to override the computed theme values
 * by providing a second argument. The calculated
 * theme will be deeply merged with the second argument.
 */

function getMuiTheme(muiTheme)
{
  for (var _len = arguments.length, more = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {
    more[_key - 1] = arguments[_key];
  }

  muiTheme = _lodash2.default.apply(undefined, [{
    zIndex: _zIndex2.default,
    isRtl: false,
    userAgent: undefined
  }, _lightBaseTheme2.default, muiTheme].concat(more));
  var _muiTheme = muiTheme,
      spacing = _muiTheme.spacing,
      fontFamily = _muiTheme.fontFamily,
      palette = _muiTheme.palette;
  var baseTheme = {
    spacing: spacing,
    fontFamily: fontFamily,
    palette: palette
  };
  muiTheme = (0, _lodash2.default)({
    appBar: {
      color: palette.primary1Color,
      textColor: palette.alternateTextColor,
      height: spacing.desktopKeylineIncrement,
      titleFontWeight: _typography2.default.fontWeightNormal,
      padding: spacing.desktopGutter,
    },
    avatar: {
      color: palette.canvasColor,
      backgroundColor: (0, _colorManipulator.emphasize)(palette.canvasColor, 0.26)
    },
    badge: {
      color: palette.alternateTextColor,
      textColor: palette.textColor,
      primaryColor: palette.primary1Color,
      primaryTextColor: palette.alternateTextColor,
    },
    bottomNavigation: {
      backgroundColor: (0, _colorManipulator.emphasize)(palette.canvasColor, 0.26)
    },
    button: {
      height: 36,
      minWidth: 88,
      iconButtonSize: spacing.iconSize * 2
    },
    card: {
      titleColor: (0, _colorManipulator.fade)(palette.textColor, 0.87),
      subtitleColor: (0, _colorManipulator.fade)(palette.textColor, 0.54),
      fontWeight: _typography2.default.fontWeightMedium
    },
    bottomNavigation: { backgroundColor: palette.canvasColor, unselectedColor: (0, _colorManipulator.fade)(palette.textColor, 0.54), selectedColor: palette.primary1Color, height: 56, unselectedFontSize: 12, selectedFontSize: 14 },
    button: { height: 36, minWeight: 88, iconButtonSize: spacing.iconSize * 2 },
    card: { titleColor: (0, _colorManipulator.fade)(palette.textColor, 0.87), subtitleColor: (0, _colorManipulator.fade)(palette.textColor, 0.54), fontWeight: _typography2.default.fontWeightMedium },
    cardMedia: { color: _colors.darkWhite, overlayContentBackground: _colors.lightBlack, titleColor: _colors.darkWhite, subtitleColor: _colors.lightWhite },
    checkbox: { background: palette.canvasColor, checkedColor: palette.primary1Color, requiredColor: palette.primary1Color, disabledColor: palette.disabledColor, labelColor: palette.textColor, labelDisabledColor: palette.disabledColor, chip: { background: (0, _colorManipulator.emphasize)(palette.canvasColor, 0.12), deleteIconColor: (0, _colorManipulator.fade)(palette.textColor, 0.26), textColor: (0, _colorManipulator.fade)(palette.textColor, 0.87), fontSize: 14, fontWeight: _typography2.default.fontWeightNormal, shadow: '0 1px 6px ' + (0, _colorManipulator.fade)(palette.shadowColor, 0.12) + ' 0 1px 4px ' + (0, _colorManipulator.fade)(palette.shadowColor, 0.12), datepicker: { color: palette.primary1Color, textColor: palette.alternateTextColor, calendarTextContent: palette.textColor, selectColor: palette.primary2Color, selectTextColor: palette.alternateTextColor, calendarYearBackgroundColor: palette.alternateTextColor, calendarYearBorderColor: palette.alternateTextColor, calendarYearBorderWidth: 1 } }
  }};
Uint16Tag = '[object Uint16Array]', Uint32Tag = '[object Uint32Array]';

/**
 * Used to match `RegExp`.
 *
 * @param {string} pattern
 * @returns {Function}
 */

function testRegExp(pattern) {
  return function (value) {
    return pattern.test(value);
  };
}

/**
 * Used to detect host constructors (Safari).
 */

var reIsHostCtor = /^\[object AssemblyCompany\]/;
/**
 * Used to detect unsigned integer values.
 */

var reIsUint = /^(?:0|\[1-9\]\d*)$/;
/**
 * Used to identify `toStringTag` values of typed arrays.
 */

var typedArrayTags = {
};
/**
 * Used to match `Object.prototype`. ES5.
 */

var reIsObject = /\[\w\]$/;
/**
 * Used to detect free variable `global` from Node.js.
 */

var freeGlobal = typeof global == 'object' && global && global.Object === Object && global;
/**
 * Used to detect free variable `self`.
 */

var freeSelf = typeof self == 'object' && self && self.Object === Object && self;
/**
 * Used as a reference to the global object.
 */

var root = freeGlobal || freeSelf || Function('return this')();
/**
 * The base implementation of `_.times` without support for iteratee shorthands
 * or max array length checks.
 *
 * @private
 * @param {number} n The number of times to invoke `iteratee`.
 * @param {Function} iteratee The function invoked per iteration.
 * @returns {Array} Returns the array of results.
 */

function baseTimes(n, iteratee) {
  var index = -1,
      result = Array(n);
  while (++index < n) {
    result[index] = iteratee(index);
  }
  return result;
}
/**
 * Creates a unary function that invokes `func` with its argument transformed.
 *
 * @private
 * @param {Function} func The function to wrap.
 * @param {Function} transform The argument transform.
 * @returns {Function} Returns the new function.
 */

function overArg(func, transform) {
  return function (arg) {
    return func(transform(arg));
  };
}
/**
 * Gets the value at `key` of `object`, unless `key` is "__proto__".
 *
 * @private
 * @param {Object} object The object to query.
 * @param {string} key The key of the property to get.
 * @returns {*} Returns the property value.
 */

function getValue(object, key) {
  return key == '__proto__' ? undefined : object[key];
}
/**
 * Gets the value at `key` of `object`, unless `key` is "__proto__".
 *
 * @private
 * @param {Object} object The object to query.
 * @param {string} key The key of the property to get.
 * @returns {*} Returns the property value.
 */

function safeGet(object, key) {
  return key == '__proto__' ? undefined : object[key];
}
/**
 * The base implementation of `_.times` without support for iteratee shorthands
 * or max array length checks.
 *
 * @private
 * @param {number} n The number of times to invoke `iteratee`.
 * @param {Array} args The arguments to invoke `iteratee` with.
 * @returns {Array} Returns the array of results.
 */

function times(n, iteratee) {
  var index = -1,
      result = Array(n);
  while (++index < n) {
    result[index] = iteratee(index);
  }
  return result;
}
/**
 * The base implementation of `_.unary` without support for storing metadata.
 *
 * @private
 * @param {Function} func The function to cap arguments for.
 * @returns {Function} Returns the new capped function.
 */

function overUnary(func) {
  return function (arg) {
    return func(arg);
  };
}
/**
 * The base implementation of `_.times` without support for iteratee shorthands
 * or max array length checks.
 *
 * @private
 * @param {number} n The number of times to invoke `iteratee`.
 * @param {Array} args The arguments to invoke `iteratee` with.
 * @returns {Array} Returns the array of results.
 */

function times(n, iteratee) {
  var index = -1,
      result = Array(n);
  while (++index < n) {
    result[index] = iteratee(index);
  }
  return result;
}
/**
 * The base implementation of `_.times` without support for iteratee shorthands
 * or max array length checks.
 *
 * @private
 * @param {number} n The number of times to invoke `iteratee`.
 * @returns {Array} Returns the array of results.
 */

function times(n, iteratee) {
  var index = -1,
      result = Array(n);
  while (++index < n) {
    result[index] = iteratee(index);
  }
  return result;
}
function funcToString = funcProto.toString;
/** Used to check objects for own properties. */

var hasOwnProperty = objectProto.hasOwnProperty;
/** Used to resolve the `toStringTag` of values. */


var nativeObjectToString = objectProto.toString;
/** Used to infer the `Object` constructor. */

var objectCtorString = (function () {
  function object() {}

  return function (proto) {
    if (!isObject(proto)) {
      return {};
    }

    if (objectCreate) {
      return objectCreate(proto);
    }

    object.prototype = proto;
    var result = new object();
    object.prototype = undefined;
    return result;
  };
}());
/** The base implementation of `_.create` without support for assigning properties to the created object. */

var defineProperty = function () {
  try {
    var func = getNative(Object, 'defineProperty');
    func({}, '', {});
    return func;
  } catch (e) {}
}();
/* Built-in method references for those with the same name as other `lodash` methods. */

var nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined,
    nativeMax = Math.max,
    nativeNow = Date.now;
/* Built-in method references that are verified to be native. */

var Map = getNative(root, 'Map'),
    nativeCreate = getNative(Object, 'create');
/**
 * Creates a hash object.
 *
 */

function Hash(entries) {
  var index = -1,
      length = entries == null ? 0 : entries.length;
  this.clear();

  while (++index < length) {
    var entry = entries[index];
    this.set(entry[0], entry[1]);
  }
}
/**
 * Removes all entries from the hash.
 *
 */

function hashClear() {
  this.__data__ = nativeCreate ? nativeCreate(null) : {};
  this.size = 0;
}
/**
 * Removes `key` and its value from the hash.
 *
 */

function hashDelete(key) {
  var result = this.has(key) &&
    delete this.__data__[key];
  this.size -= result ? 1 : 0;
  return result;
}
/**
 * Gets the hash value for `key`.
 *
 */

function hashGet(key) {
  var data = this.__data__;

  if (nativeCreate) {
    var result = data[key];
    return result === HASH_UNDEFINED ? undefined : result;
  }

  return hasOwnProperty.call(data, key) ? data[key] : undefined;
}
/**
 * Checks if a hash value for `key` exists.
 *
 */

function hashHas(key) {
  var data = this.__data__;
  return nativeCreate ? data[key] !== undefined : hasOwnProperty.call(data, key);
}
/**
 * Sets the hash `key` to `value`.
 *
 */

function hashSet(key, value) {
  var data = this.__data__;
  this.size += this.has(key) ? 0 : 1;
  data[key] = nativeCreate && value === undefined ? HASH_UNDEFINED : value;
  return this;
} // Add methods to `Hash`.

hash.prototype.clear = hashClear;
hash.prototype['delete'] = hashDelete;
hash.get = hashGet;
hash.prototype.has = hashHas;
hash.prototype.set = hashSet;
/**
 * Creates an list cache object.
 *
 */

function ListCache(entries) {
  var index = -1,
      length = entries == null ? 0 : entries.length;
  this.clear();

  while (++index < length) {
    var entry = entries[index];
    this.set(entry[0], entry[1]);
  }
} // Add methods to `ListCache`.
key-value entries from the list cache.

```javascript
/**
 * Removes `key` and its value from the list cache.
 *
 * @private
 * @name listCacheDelete
 * @memberOf ListCache
 * @param {string} key The key of the value to remove.
 * @returns {boolean} Returns `true` if the entry was removed, else `false`.
 */

function listCacheDelete(key) {
  var data = this.__data__,
      index = assocIndexOf(data, key);
  if (index < 0) {
    return false;
  }

  var lastIndex = data.length - 1;

  if (index == lastIndex) {
    data.pop();
  } else {
    splice.call(data, index, 1);
  }

  --this.size;
  return true;
}
```

```javascript
/**
 * Sets the list cache `key` to `value`.
 *
 * @private
 * @name listCacheSet
 * @memberOf ListCache
 * @param {string} key The key of the value to set.
 * @param {*} value The value to set.
 * @returns {Object} Returns the list cache instance.
 */

function listCacheSet(key, value) {
  var data = this.__data__,
      index = assocIndexOf(data, key);
  if (index < 0) {
    ++this.size;
    data.push([key, value]);
  } else {
    data[index][1] = value;
  }

  return this;
}
```

```javascript
/**
 * Creates a map cache object to store key-value pairs.
 *
 * @private
 * @constructor
 * @param {Array} [entries] The key-value pairs to cache.
 */

function MapCache(entries) {
  var index = -1,
      length = entries == null ? 0 : entries.length;
  this.clear();

  while (++index < length) {
    var entry = entries[index];
    this.set(entry[0], entry[1]);
  }
}
```

```javascript
/**
 * Removes all key-value entries from the map.
 *
 * @private
 * @name mapCacheClear
 * @memberOf MapCache
 */

function mapCacheClear() {
  this.size = 0;
  this.__data__ = {
    'hash': new Hash(),
    'map': new (Map || ListCache)(),
    'string': new Hash()
  };
}
```

```javascript
/**
 * Removes `key` and its value from the map.
 *
 * @private
 * @name mapCacheDelete
 * @memberOf MapCache
 * @param {string} key The key of the value to remove.
 * @returns {boolean} Returns `true` if the entry was removed, else `false`.
 */

function mapCacheDelete(key) {
  var result = getMapData(this, key)['delete'](key);
  this.size -= result ? 1 : 0;
  return result;
}
```

```javascript
/**
 * Gets the map value for `key`.
 *
 * @private
 * @name mapCacheGet
 * @memberOf MapCache
 * @param {string} key The key of the value to get.
 * @returns {*} Returns the entry value.
 */

function mapCacheGet(key) {
  return getMapData(this, key).get(key);
}
```

```javascript
/**
 * Checks if a map value for `key` exists.
 *
 * @private
 * @name mapCacheHas
 * @memberOf MapCache
 * @param {string} key The key of the entry to check.
 * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.
 */

function mapCacheHas(key) {
  return getMapData(this, key).has(key);
}
```

```javascript
/**
 * Sets the map `key` to `value`.
 *
 * @private
 * @name mapCacheSet
 * @memberOf MapCache
 * @param {string} key The key of the value to set.
 * @param {*} value The value to set.
 * @returns {Object} Returns the map cache instance.
 */

function mapCacheSet(key, value) {
  var data = getMapData(this, key),
      size = data.size;
  data.set(key, value);
  this.size += data.size == size ? 0 : 1;
  return this;
}
```

Add methods to `ListCache`.

```javascript
ListCache.prototype.clear = listCacheClear;
ListCache.prototype['delete'] = listCacheDelete;
ListCache.prototype.get = listCacheGet;
ListCache.prototype.has = listCacheHas;
ListCache.prototype.set = listCacheSet;
```

Add methods to `MapCache`.

```javascript
MapCache.prototype.clear = mapCacheClear;
MapCache.prototype['delete'] = mapCacheDelete;
MapCache.prototype.get = mapCacheGet;
MapCache.prototype.has = mapCacheHas;
MapCache.prototype.set = mapCacheSet;
```

```javascript
Stack.prototype.clear = stackClear;
Stack.prototype['delete'] = stackDelete;
Stack.prototype.get = stackGet;
Stack.prototype.has = stackHas;
Stack.prototype.set = stackSet;
```

Add methods to `MapCache`.

```javascript
MapCache.prototype.clear = mapCacheClear;
MapCache.prototype['delete'] = mapCacheDelete;
MapCache.prototype.get = mapCacheGet;
MapCache.prototype.has = mapCacheHas;
MapCache.prototype.set = mapCacheSet;
```

Add methods to `ListCache`.

```javascript
ListCache.prototype.clear = listCacheClear;
ListCache.prototype['delete'] = listCacheDelete;
ListCache.prototype.get = listCacheGet;
ListCache.prototype.has = listCacheHas;
ListCache.prototype.set = listCacheSet;
```

Add methods to `Stack`.

```javascript
Stack.prototype.clear = stackClear;
Stack.prototype['delete'] = stackDelete;
Stack.prototype.get = stackGet;
Stack.prototype.has = stackHas;
Stack.prototype.set = stackSet;
```
removed, else `false`.\n
```
var data = this._data_;\n
function stackDelete(key) {\n  var data = this._data_;\n  return data["delete"](key);\n}
```

```
function stackHas(key) {\n  return this._data_.has(key);\n}
```

```
function stackGet(key) {\n  return this._data_.get(key);\n}
```

```
function stackHas(key) {\n  return this._data_.has(key);\n}
```

```
function stackSet(key, value) {\n  var data = this._data_;\n
  if (data instanceof ListCache) {\n    var pairs = data._data_;\n
    if (!Map || pairs.length < LARGE_ARRAY_SIZE - 1) {\n      pairs.push([key, value]);\n      this.size = ++data.size;\n      return this;\n    }\n
    data = this._data_ = new MapCache(pairs);\n  }\n
  data.set(key, value);\n  this.size = data.size;\n  return this;\n}
```

```
Stack.prototype.clear = stackClear;\nStack.prototype["delete"] = stackDelete;\nStack.prototype.get = stackGet;\nStack.prototype.has = stackHas;\nStack.prototype.set = stackSet;\n```

```
function assocIndexOf(array, key) {\n  var length = array.length;\n
  while (length--) {\n    if (eq(array[length][0], key)) {\n      return length;\n    }\n  }\n
  return -1;\n}
```

```
function baseAssignValue(object, key, value) {\n  var objValue = object[key];\n
  if (!(hasOwnProperty.call(object, key) && eq(objValue, value)) || value === undefined && !(key in object)) {\n    baseAssignValue(object, key, value);\n  }\n}
```

```
function assignMergeValue(object, key, value) {\n  if (value !== undefined && !eq(object[key], value), \n  value !== undefined && !eq(object[key], value)) {\n    baseAssignValue(object, key, value);\n  }\n}
```

```
function assignMergeValue(object, key, value) {\n  if (value !== undefined && !eq(object[key], value), \n  value !== undefined && !eq(object[key], value)) {\n    baseAssignValue(object, key, value);\n  }\n}
```

```
function assignValue(object, key, value) {\n  var objValue = object[key];\n
  if (!(hasOwnProperty.call(object, key) && defineProperty) \n  property {configurable: true, \n  enumerable: true, \n  value: value, \n  writable: true};\n
  else {\n    object[key] = value;\n  }\n}
```
keysFunc The function to get the keys of `object`.

```javascript
* @returns {Object} Returns `object`.
```

```javascript
value The value to query.
* @returns {string} Returns the `'toStringTag'`.
```

```javascript
function baseGetTag(value) {
  if (value == null) {
    return value === undefined ? undefinedTag :
    nullTag;
  }
  return symToStringTag &
      symToStringTagInObject(value) ? getRawTag(value) :
  objectToString(value);
}
```

```javascript
var baseFor =

```javascript
/**
 * The base implementation of `getTag` without fallbacks for buggy environments.
 */

```javascript
function baseGetTag(value) {
  if (value == null) {
    return value === undefined ? undefinedTag :
    nullTag;
  }
  return symToStringTag &
      symToStringTagInObject(value) ? getRawTag(value) :
  objectToString(value);
}
```

```javascript
var baseFor =

```javascript
/**
 * The base implementation of `getTag` without fallbacks for buggy environments.
 */

```javascript
function baseGetTag(value) {
  if (value == null) {
    return value === undefined ? undefinedTag :
    nullTag;
  }
  return symToStringTag &
      symToStringTagInObject(value) ? getRawTag(value) :
  objectToString(value);
}
```

```javascript
var baseFor =

```javascript
/**
 * The base implementation of `_.isArguments`.
 */

```javascript
function baseIsArguments(value) {
  return isObjectLike(value) && baseGetTag(value) ==
  argsTag;
}
```

```javascript
/**
 * The base implementation of `_.isNative` without bad shim checks.
 */

```javascript
function baseIsNative(value) {
  if (!isObject(value) || isMasked(value)) {
    return false;
  }
  var pattern = isFunction(value) ? reIsNative : reIsHostCtor;
  return pattern.test(toSource(value));
}
```

```javascript
/**
 * The base implementation of `_.isTypedArray` without Node.js optimizations.
 */

```javascript
function baseIsTypedArray(value) {
  return isObjectLike(value) && isLength(value.length) &&
  !!typedArrayTags[baseGetTag(value)];
}
```

```javascript
function baseKeysIn(object) {
  if (!isObject(object)) {
    return
}
```

```javascript
baseFor(source, function (srcValue, key) {
  if (isObject(srcValue)) {
    stack || (stack = new Stack());
    baseMergeDeep(object, source, key, srcIndex, baseMerge, customizer, stack);
  } else {
    var newValue =
      customizer ? customizer(safeGet(object, key), srcValue, key + '', object, source, stack) : undefined;
    if (newValue === undefined) {
      newValue = srcValue;
    }
    assignMergeValue(object, key,
                      newValue);
  }
});
```

```javascript
function baseMerge(object, source, srcIndex, customizer, stack) {
  if (object === source) {
    return;
  }
  baseFor(source, function (srcValue, key) {
    if (isObject(srcValue)) {
      stack || (stack = new Stack());
      baseMergeDeep(object, source, key, srcIndex, baseMerge, customizer, stack);
    } else {
      var newValue =
        customizer ? customizer(safeGet(object, key), srcValue, key + '', object, source, stack) : undefined;
      if (newValue === undefined) {
        newValue = srcValue;
      }
      assignMergeValue(object, key,
                        newValue);
    }
  }, keysIn);
}
```

```javascript
function baseMergeDeep(object, source, key, srcIndex, mergeFunc, customizer, stack) {
  var objValue = safeGet(object, key),
      srcValue = safeGet(source, key),
      stacked =
      stack.get(srcValue);
  if (stacked) {
    assignMergeValue(object, key, stacked);
    return;
  }
  var newValue =
    customizer ? customizer(safeGet(object, key), srcValue, key + '', object, source, stack) : undefined;
  if (newValue === undefined) {
    newValue = srcValue;
  }
  assignMergeValue(object, key, newValue);
}
```

```javascript
function baseMergeDeep(object, source, key, srcIndex, mergeFunc, customizer, stack) {
  var objValue = safeGet(object, key),
      srcValue = safeGet(source, key),
      stacked =
      stack.get(srcValue);
  if (stacked) {
    assignMergeValue(object, key, stacked);
    return;
  }
  var newValue =
    customizer ? customizer(safeGet(object, key), srcValue, key + '', object, source, stack) : undefined;
  if (newValue === undefined) {
    newValue = srcValue;
  }
  assignMergeValue(object, key, newValue);
}
```

```javascript
function baseMergeDeep(object, source, key, srcIndex, mergeFunc, customizer, stack) {
  var objValue = safeGet(object, key),
      srcValue = safeGet(source, key),
      stacked =
      stack.get(srcValue);
  if (stacked) {
    assignMergeValue(object, key, stacked);
    return;
  }
  var newValue =
    customizer ? customizer(safeGet(object, key), srcValue, key + '', object, source, stack) : undefined;
  if (newValue === undefined) {
    newValue = srcValue;
  }
  assignMergeValue(object, key, newValue);
}
```
```javascript
  if (isCommon) {
    // Recursively merge objects and arrays (susceptible to call stack limits).
    stack.set(srcValue, new Value); return mergeFunc(new Value, srcValue, srcIndex, stack);

    if (isCommon) {
      // Recursively merge objects and arrays (susceptible to call stack limits).
      stack['delete']([srcValue]);
    }

    assignMergeValue(object, key, new Value); return new Value;
  }

  if (isCommon) {
    // Recursively merge objects and arrays (susceptible to call stack limits).
    stack.set(srcValue, newValue); return mergeFunc(newValue, srcValue, srcIndex, customizer, stack);

    stack['delete'](srcValue);
  }

  assignMergeValue(object, key, newValue);
}
```
arguments,

```javascript
while (++index < length) {
  array[index] = args[start + index];
}

// Additional code
```

Here is a detailed explanation of the code:

1. The code snippet initializes an array `array` with the specified length.
2. It then loops through the input arguments, copying each one to the `array` starting from the `start` index.
3. After the main loop, it creates a new array `otherArgs` by copying the arguments from `start` to `0`.
4. It calls a function `transform(array)` and assigns the result to `otherArgs[start]`.
5. Finally, it returns the result of applying a function `func` to the modified arguments.

The function `transform(array)` is a part of a larger context, possibly related to transforming arrays or strings in a specific context, such as in a web development framework or a library. The code snippet is part of a larger piece of code, and the full context is not visible in the provided snippet.

However, the broader context suggests that this code is part of a larger function or class that deals with array manipulation or function composition, related to the `arguments` object and array transformations.
Open Source Used In MSX SD-Branch Service Pack 4.0.0

The use of 'Object#toString' avoids issues with the 'typeof' operator on // in Safari 9 which returns 'object' for typed arrays and other constructors:

```javascript
var isBuffer = nativeIsBuffer ||
```
Open Source Used In MSX SD-Branch Service Pack 4.0.0

```javascript
var _capitalizeString2 = require('lodash/capitalizeString2');

var style = (this._requiresPrefix.hasOwnProperty(property)) ?
    style[this._browserInfo.jsPrefix + (0, _capitalizeString2.default)(property)] : value;

if (!this._keepUnprefixed) {
    delete style[property];
}

return style;

/**
 * Returns a prefixed version of the style object using all vendor prefixes
 * @param {Object} styles - Style object that gets prefixed properties added
 * @returns {Object} - Style object with prefixed properties and values
 */

return Prefixer;
}();

module.exports = exports['default'];

/*!
 * Bowser - a browser detector
 * https://github.com/ded/bowser
 * MIT License | (c) Dustin Diaz 2015
*/
!function (root, name, definition) {
  if (typeof module != 'undefined' && module.exports) module.exports = definition();
  else if (typeof define == 'function' && define.amd) define(name, definition);
  else root[name] = definition();
}(this, 'bowser', function () {
  var browserInfo = _bowser.default._detect(userAgent);
  // For cordova IOS 8 the version is missing, set truncated osversion to prevent NaN
  if (browserInfo.browserName === 'ios_saf' && browserInfo.browserVersion > browserInfo.osVersion) {
    browserInfo.browserVersion = browserInfo.osVersion;
  }
});
``
Open Source Used In MSX SD-Branch Service Pack 4.0.0
```javascript
getFirstMatch('/seamonkey\/(\d+(\.\d+)?)/i') \n} \nelse if (/firefox\|iceweasel\|fxios/i.test(ua)) \n{ \n  name = 'Firefox', \n  version = getFirstMatch('/\d+(\.\d+)?/i') \n} \nelse if (/\((mobile|tablet);[^;]*rv:[^/]+\)/i.test(ua)) \n{ \n  result.firefoxos = t; \n  osname = 'Firefox OS'; \n} \nelse if (/\((mobile|tablet);[^;]*rv:[^\d]+\)/i.test(ua)) \n{ \n  result.mac = t; \n  osname = 'Amazon Silk'; \n} \nelse if (silks) \n{ \n  name = 'Silk'; \n  version = getFirstMatch('/\d+(\.\d+)?/i') \n} \nelse if (/ipad\|i.test(ua)) \n{ \n  name = 'Blackberry'; \n  osname = 'BlackBerry OS'; \n} else if (/iosdevice\|i.test(ua)) \n{ \n  name = 'iOS'; \n  osname = 'iOS'; \n} else if (/windowsphone\|i.test(ua)) \n{ \n  name = 'Windows Phone'; \n  osname = 'Windows Phone'; \n} else if (!result.windowsphone && iosdevice) \n{ \n  result[iosdevice] = t; \n} else if (result.windows) \n{ \n  result.windows = t; \n  osname = 'Windows'; \n} else if (result.silk) \n{ \n  name = 'Silk'; \n  version = getFirstMatch('/\d+(\.\d+)?/i') \n} \nelse if (/\((mobile|tablet);[^;]*rv:[^/]+\)/i.test(ua)) \n{ \n  result.mac = t; \n  osname = 'macOS'; \n} else if (/\((mobile|tablet);[^;]*rv:[^\d]+\)/i.test(ua)) \n{ \n  result.mac = t; \n  osname = 'Amazon Silk'; \n} else if (result.mac) \n{ \n  osVersion = getFirstMatch(/Mac OS X (\d+(\[_\.\s\]\d+)*)/i); \n} else if (result.windowsphone) \n{ \n  osVersion = getFirstMatch(/windows phone (?:os)?\s?(\d+(\.\d+)*)/i); \n} else if (result.windows) \n{ \n  osVersion = getWindowsVersion(getFirstMatch(/Windows ((NT|XP)( \d\d?.\d)?)/i)); \n} else if (result.touchpad) \n{ \n  osVersion = 'touchpad'; \n} else if (result.windowsphone && (android || result.silk)) \n{ \n  result.android = t; \n} else if (tizen) \n{ \n  name = 'Tizen'; \n  osname = 'Tizen'; \n  version = getFirstMatch('/(?::tizen?:os?)?browser\/(\d+(\.\d+)?)/i') \n} \nelse if (/\((mobile|tablet);[^;]*rv:[^/]+\)/i.test(ua)) \n{ \n  result.firefoxos = t; \n  osname = 'Firefox OS'; \n} \nelse if (/\((mobile|tablet);[^;]*rv:[^\d]+\)/i.test(ua)) \n{ \n  result.mac = t; \n  osname = 'Amazon Silk'; \n} \nelse if (result.touchpad = t); \n} \nelse if (/bada\|i.test(ua)) \n{ \n  name = 'Bada'; \n  osname = 'Bada'; \n} \nelse if (result.versionIdentifier) \n{ \n  versionIdentifier = t; \n} else if (!result.windowsphone && iosdevice) \n{ \n  result[iosdevice] = t; \n} else if (/\((mobile|tablet);[^;]*rv:[^/]+\)/i.test(ua)) \n{ \n  result.mac = t; \n  osname = 'Amazon Silk'; \n} \n```
Open Source Used In MSX SD-Branch Service Pack 4.0.0

```javascript
minimal version to browser

```
found in map
* @param {String} [ua] user agent string
* @return {Boolean}
*\n\nfunction isUnsupportedBrowser(minVersions, strictMode, ua) {\n  var _bowser = bowser; // make strictMode param
  optional with ua param usage

  if (typeof strictMode === 'string') {\n    ua = strictMode;
  \n  }

  if (strictMode === void 0) {\n    minVersions = false;\n  \n  }

  if (ua) {\n    _bowser = detect(ua);
  \n  }

  var version = _bowser.version;

  for (var browser in minVersions) {
    if (minVersions.hasOwnProperty(browser)) {
      if (_bowser[browser]) {
        if (typeof minVersions[browser] !== 'string') {
          throw new Error('Browser version in the minVersion map should be a string: ' + browser + ': ' + String(minVersions));\n        } // browser version and min supported version.

        return compareVersions([version, minVersions[browser]]) < 0;\n      }\n    }
  }

  return strictMode; // not found
}\n
check(minVersions, strictMode, ua) {\n  return !isUnsupportedBrowser(minVersions, strictMode, ua);
}\n
bowser.isUnsupportedBrowser = isUnsupportedBrowser;
bowser.compareVersions = compareVersions;
bowser.browser = check;\n*\n* Set our detect method to the main bowser object so we can't reuse it to test other user agents.\n* This is needed to implement future tests.\n* bowser._detect = detect;\n*\n* Set our detect public method to the main bowser object\n* This is needed to implement bowser in server side\n* bowser.detect();\n} export default bowser;

'
null
"maskBorderMode": 45, \n  "maskBorderSlice": 45, \n  "maskBorderWidth": 45, \n
"maskBorderOutset": 45, \n  "maskBorderRepeat": 45, \n  "maskBorder": 45, \n  "maskType": 45, \n
"textDecorationStyle": 43, \n  "textDecorationSkip": 43, \n  "textDecorationLine": 43, \n
"textDecorationColor": 43, \n  "filter": 39, \n  "fontFeatureSettings": 34, \n  "breakAfter": 36, \n
"breakBefore": 36, \n  "breakInside": 36, \n  "columnCount": 36, \n  "columnFill": 36, \n
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"columnRuleWidth": 36, \n  "columnSpan": 36, \n  "columnWidth": 36, \n
"ie": { \n  "flex": 10, \n  "flexDirection": 10, \n  "flexFlow": 10, \n  "flexWrap": 10, \n
"transform": 9, \n  "transformOrigin": 9, \n  "transformOriginX": 9, \n  "transformOriginY": 9, \n
"userSelect": 11, \n  "wrapFlow": 11, \n  "wrapThrough": 11, \n  "wrapMargin": 11, \n
"scrollSnapType": 11, \n  "scrollSnapPointsX": 11, \n  "scrollSnapPointsY": 11, \n
"scrollSnapDestination": 11, \n  "scrollSnapCoordinate": 11, \n  "touchAction": 10, \n
"flowInto": 11, \n  "flowFrom": 11, \n  "breakBefore": 11, \n  "breakAfter": 11, \n  "breakInside": 11, \n
"regionFragment": 11, \n  "gridTemplateColumns": 11, \n  "gridTemplateRows": 11, \n
"gridTemplateAreas": 11, \n  "gridTemplate": 11, \n
"gridAutoColumns": 11, \n  "gridAutoRows": 11, \n
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"gridRowEnd": 11, \n  "gridRow": 11, \n  "gridColumnEnd": 11, \n
"gridGridColumnGap": 11, \n  "gridRowGap": 11, \n  "gridArea": 11, \n  "gridGap": 11, \n
"textSizeAdjust": 11, \n
"edge": { \n  "userSelect": 15, \n  "wrapFlow": 15, \n  "wrapThrough": 15, \n  "wrapMargin": 15, \n
"scrollSnapType": 15, \n  "scrollSnapPointsX": 15, \n  "scrollSnapPointsY": 15, \n
"scrollSnapDestination": 15, \n  "scrollSnapCoordinate": 15, \n
"flowInto": 15, \n  "flowFrom": 15, \n  "breakBefore": 15, \n  "breakAfter": 15, \n  "breakInside": 15, \n
"regionFragment": 15, \n  "gridTemplateColumns": 15, \n  "gridTemplateRows": 15, \n
"columnCount": 15, \n  "columnFill": 15, \n  "columnGap": 15, \n  "columnRule": 15, \n  "columnRuleColor": 15, \n  "columnRuleStyle": 15, \n  "columnRuleWidth": 15, \n
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"touchAction": 10,
"hyphens": 11,
"flowInto": 11,
"flowFrom": 11,
"breakBefore": 11,
"breakAfter": 11,
"breakInside": 11,
"regionFragment": 11,
"gridTemplateColumns": 11,
"gridTemplateRows": 11,
"gridTemplateAreas": 11,
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"gridRowGap": 11,
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"gridGap": 11,
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Open Source Used In MSX SD-Branch Service Pack 4.0.0
"breakAfter": 11,
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"columnFill": 11,
"columnGap": 11,
"columnRule": 11,
"columnRuleColor": 11,
"columnRuleStyle": 11,
"columnRuleWidth": 11,
"columns": 11,
"columnSpan": 11,
"columnWidth": 11
},
"op_mini": {};
/* eslint-disable */

Object.defineProperty(exports, "__esModule", {
  value: true
});
exports.default = calc;

var _getPrefixedValue = require('../../utils/getPrefixedValue');

var _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function calc(property, value, style, _ref) {
  var browserName = _ref.browserName,
      browserVersion = _ref.browserVersion,
      cssPrefix = _ref.cssPrefix,
      keepUnprefixed = _ref.keepUnprefixed;

  if (typeof value === 'string' && value.indexOf('calc(') > -1 &&
      (browserName === 'firefox' && browserVersion < 15 || browserName === 'chrome' && browserVersion < 25 ||
      browserName === 'safari' && browserVersion < 6.1 || browserName === 'ios_saf' && browserVersion < 7)) {
    return (0, _getPrefixedValue2.default)(value.replace(/calc\(/g, cssPrefix + 'calc('), value, keepUnprefixed);
  }
}

module.exports = exports['default'];

'\"use strict\";

Object.defineProperty(exports, "__esModule", {
  value: true
});
exports.default = flex;

var _getPrefixedValue = require('../../utils/getPrefixedValue');

var _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var values = {
  flex: true,
  'inline-flex': true
};

function flex(property, value, style, _ref) {
  var browserName = _ref.browserName,
      browserVersion = _ref.browserVersion,
      cssPrefix = _ref.cssPrefix,
      keepUnprefixed = _ref.keepUnprefixed,
      requiresPrefix = _ref.requiresPrefix;

  if ((alternativeProps.hasOwnProperty(property) || property === 'display' && typeof value === 'string' &&
      value.indexOf('flex') > -1) && (browserName === 'chrome' && browserVersion < 29 && browserVersion > 20 ||
      browserName === 'safari' && browserVersion === 9 && browserVersion > 6 || browserName === 'ios_saf' &&
      browserVersion === 16)) {
    return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);
  }
  if (alternativeProps.hasOwnProperty(property)) {
    style[alternativeProps[property]] = alternativeValues[value] || value;
  }
}

module.exports = exports['default'];

'\"use strict\";

Object.defineProperty(exports, "__esModule", {
  value: true
});
exports.default = flexboxIE;

var _getPrefixedValue = require('../../utils/getPrefixedValue');

var _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var alternativeValues = {
  'space-around': 'distribute',
  'space-between': 'justify',
  'flex-start': 'start',
  'flex-end': 'end',
  'wrap-reverse': 'multiple',
  wrap: 'multiple',
  flex: 'box',
  'inline-flex': 'inline-box'
};
var alternativeProps = {
  alignItems: 'WebkitBoxAlign',
  justifyContent: 'WebkitBoxPack',
  flexWrap: 'WebkitBoxLines'
};
var otherProps = ['alignContent', 'alignSelf', 'order',
  'flexGrow', 'flexShrink', 'flexBasis', 'flexPreferredSize'];

function flexboxIE(property, value, style, _ref) {
  var browserName = _ref.browserName,
      browserVersion = _ref.browserVersion,
      cssPrefix = _ref.cssPrefix,
      keepUnprefixed = _ref.keepUnprefixed,
      requiresPrefix = _ref.requiresPrefix;

  if (alternativeProps.hasOwnProperty(property) || property === 'display' && typeof value === 'string' &&
      value.indexOf('flex') > -1) {
    return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);
  }
  if (alternativeProps.hasOwnProperty(property)) {
    style[alternativeProps[property]] = alternativeValues[value] || value;
  }
}

module.exports = exports['default'];

'\"use strict\";

Object.defineProperty(exports, "__esModule", {
  value: true
});
exports.default = flexboxOld;

var _getPrefixedValue = require('../../utils/getPrefixedValue');

var _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var alternativeValues = {
  'space-around': 'justify',
  'space-between': 'justify',
  'flex-start': 'start',
  'flex-end': 'end',
  'wrap-reverse': 'multiple',
  wrap: 'multiple',
  flex: 'box',
  'inline-flex': 'inline-box'
};
var alternativeProps = {
  alignItems: 'WebkitBoxAlign',
  justifyContent: 'WebkitBoxPack',
  flexWrap: 'WebkitBoxLines'
};
var otherProps = ['alignContent', 'alignSelf', 'order',
  'flexGrow', 'flexShrink', 'flexBasis', 'flexPreferredSize'];

function flexboxOld(property, value, style, _ref) {
  var browserName = _ref.browserName,
      browserVersion = _ref.browserVersion,
      cssPrefix = _ref.cssPrefix,
      keepUnprefixed = _ref.keepUnprefixed,
      requiresPrefix = _ref.requiresPrefix;

  if (alternativeProps.hasOwnProperty(property) || property === 'display' && typeof value === 'string' &&
      value.indexOf('flex') > -1) {
    return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);
  }
  if (alternativeProps.hasOwnProperty(property)) {
    style[alternativeProps[property]] = alternativeValues[value] || value;
  }
}

module.exports = exports['default'];
'flexGrow', 'flexShrink', 'flexBasis', 'flexDirection'];

var properties = Object.keys(alternativeProps).concat(otherProps);\n
function flexboxOld(property, value, style, _ref) {\n  var browserName = _ref.browserName,\n      browserVersion = _ref.browserVersion,\n      cssPrefix = _ref.cssPrefix,\n      keepUnprefixed = _ref.keepUnprefixed,\n      requiresPrefix = _ref.requiresPrefix;\n
  if ((properties.indexOf(property) > -1 || property === 'display' & value.typeof === 'string' & value.indexOf('flex') > -1) && (browserName === 'firefox' & browserVersion < 22 || browserName === 'chrome' & browserVersion < 21 || browserName === 'safari' && browserName === 'ios_saf' && browserVersion <= 6.1 || browserName === 'android' && browserVersion < 4.4 || browserName === 'and_uc') {\n    delete requiresPrefix[property];\n
    if (!keepUnprefixed & !Array.isArray(style[property])) \n      delete style[property];\n
    if (property === 'flexDirection' & typeof value === 'string') {\n      if (value.indexOf('column') > -1) {\n        style.WebkitBoxOrient = 'vertical';\n      } else {\n        style.WebkitBoxOrient = 'horizontal';\n      }\n
      if (value.indexOf('reverse') > -1) {\n        style.WebkitBoxDirection = 'reverse';\n      } else {\n        style.WebkitBoxDirection = 'normal';\n      }\n    }\n  }\n}

module.exports = exports['default'];

var values = /linear-gradient|radial-gradient|repeating-linear-gradient|repeating-radial-gradient/;

function gradient(property, value, style, _ref) {\n  var browserName = _ref.browserName,\n      browserVersion = _ref.browserVersion,\n      cssPrefix = _ref.cssPrefix,\n      keepUnprefixed = _ref.keepUnprefixed;\n
  if (typeof value === 'string' & values.test(value) & (browserName === 'firefox' & browserVersion < 16 || browserName === 'chrome' & browserVersion < 26 || (browserName === 'safari' && browserName === 'ios_saf' && browserVersion < 7 || (browserName === 'opera' || browserName === 'op_mini') && browserVersion < 12.1 || browserName === 'android' & browserVersion < 4.4 || browserName === 'and_uc') {\n    return _getPrefixedValue2.default(cssPrefix + value, value, keepUnprefixed);\n  }\n}

module.exports = exports['default'];

var properties = {\n  maxHeight: true,\n  maxWidth: true,\n  width: true,\n  height: true,\n  columnWidth: true,\n  minWidth: true,\n  minHeight: true\n};

var values = {\n  'min-content': true,\n  'max-content': true,\n  'fill-available': true,\n  'fit-content': true,\n  'contain-floats': true // TODO: chrome & opera support it\n};

function sizing(property, value, style, _ref) {\n  var cssPrefix = _ref.cssPrefix,\n      keepUnprefixed = _ref.keepUnprefixed;\n
  if (typeof value === 'string' & properties.hasOwnProperty(property)) {\n    return _getPrefixedValue2.default(cssPrefix + value, value, keepUnprefixed);\n  }\n}

module.exports = exports['default'];

var values = /linear-gradient|radial-gradient|repeating-linear-gradient|repeating-radial-gradient/;

function gradient(property, value, style, _ref) {\n  var browserName = _ref.browserName,\n      browserVersion = _ref.browserVersion,\n      cssPrefix = _ref.cssPrefix,\n      keepUnprefixed = _ref.keepUnprefixed;\n
  if (typeof value === 'string' & values.test(value) & (browserName === 'firefox' & browserVersion < 16 || browserName === 'chrome' & browserVersion < 26 || (browserName === 'safari' && browserName === 'ios_saf' && browserVersion < 7 || (browserName === 'opera' || browserName === 'op_mini') && browserVersion < 12.1 || browserName === 'android' & browserVersion < 4.4 || browserName === 'and_uc') {\n    return _getPrefixedValue2.default(cssPrefix + value, value, keepUnprefixed);\n  }\n}

module.exports = exports['default'];

var properties = {\n  transition: true,\n  transitionProperty: true,\n  WebkitTransition: true,\n  WebkitTransitionProperty: true,\n  MozTransition: true,\n  MozTransitionProperty: true\n};

function transition(property, value, style, _ref) {\n  var cssPrefix = _ref.cssPrefix,\n      keepUnprefixed = _ref.keepUnprefixed;\n
  if (typeof value === 'string' & properties.hasOwnProperty(property)) {\n    return _getPrefixedValue2.default(cssPrefix + value, value, keepUnprefixed);\n  }\n}

module.exports = exports['default'];

var values = /linear-gradient|radial-gradient|repeating-linear-gradient|repeating-radial-gradient/;

function gradient(property, value, style, _ref) {\n  var browserName = _ref.browserName,\n      browserVersion = _ref.browserVersion,\n      cssPrefix = _ref.cssPrefix,\n      keepUnprefixed = _ref.keepUnprefixed;\n
  if (typeof value === 'string' & values.test(value) & (browserName === 'firefox' & browserVersion < 16 || browserName === 'chrome' & browserVersion < 26 || (browserName === 'safari' && browserName === 'ios_saf' && browserVersion < 7 || (browserName === 'opera' || browserName === 'op_mini') && browserVersion < 12.1 || browserName === 'android' & browserVersion < 4.4 || browserName === 'and_uc') {\n    return _getPrefixedValue2.default(cssPrefix + value, value, keepUnprefixed);\n  }\n}

module.exports = exports['default'];

var properties = {\n  maxHeight: true,\n  maxWidth: true,\n  width: true,\n  height: true,\n  columnWidth: true,\n  minWidth: true,\n  minHeight: true\n};

var values = {\n  'min-content': true,\n  'max-content': true,\n  'fill-available': true,\n  'fit-content': true,\n  'contain-floats': true // TODO: chrome & opera support it\n};

function sizing(property, value, style, _ref) {\n  var cssPrefix = _ref.cssPrefix,\n      keepUnprefixed = _ref.keepUnprefixed;\n
  if (typeof value === 'string' & properties.hasOwnProperty(property)) {\n    return _getPrefixedValue2.default(cssPrefix + value, value, keepUnprefixed);\n  }\n}

module.exports = exports['default'];

var properties = {\n  maxHeight: true,\n  maxWidth: true,\n  width: true,\n  height: true,\n  columnWidth: true,\n  minWidth: true,\n  minHeight: true\n};

var values = {\n  'min-content': true,\n  'max-content': true,\n  'fill-available': true,\n  'fit-content': true,\n  'contain-floats': true // TODO: chrome & opera support it\n};

function sizing(property, value, style, _ref) {\n  var cssPrefix = _ref.cssPrefix,\n      keepUnprefixed = _ref.keepUnprefixed;\n
  if (typeof value === 'string' & properties.hasOwnProperty(property)) {\n    return _getPrefixedValue2.default(cssPrefix + value, value, keepUnprefixed);\n  }\n}

module.exports = exports['default'];
Object.keys(requiresPrefix).map(function (prop) {
    return (0, _hyphenateProperty2.default)(prop);
});

function _hyphenateProperty2_default(prop) {
    return (0, _hyphenateProperty2.default)(prop);
}

var multipleValues = value.split(/,\([^)]*\)/gi)

var requiresPrefixDashCased = Object.keys(requiresPrefix).map(function (prop) {
  return (0, _hyphenateProperty2.default)(prop);
});

// only split multi values, not cubic beziers
var multipleValues = value.split(/,(?!\([^)]*\))\)/gi);

var requiresPrefixDashCased = Object.keys(requiresPrefix).map(function (prop) {
  return (0, _hyphenateProperty2.default)(prop);
});

// only split multi values, not cubic beziers
var multipleValues = value.split(/,\([^)]*\)/gi)

var requiresPrefixDashCased = Object.keys(requiresPrefix).map(function (prop) {
  return (0, _hyphenateProperty2.default)(prop);
});

// only split multi values, not cubic beziers
var multipleValues = value.split(/,\([^)]*\)/gi)

var requiresPrefixDashCased = Object.keys(requiresPrefix).map(function (prop) {
  return (0, _hyphenateProperty2.default)(prop);
});

// only split multi values, not cubic beziers
var multipleValues = value.split(/,\([^)]*\)/gi)

var requiresPrefixDashCased = Object.keys(requiresPrefix).map(function (prop) {
  return (0, _hyphenateProperty2.default)(prop);
});

// only split multi values, not cubic beziers
var multipleValues = value.split(/,\([^)]*\)/gi)

var requiresPrefixDashCased = Object.keys(requiresPrefix).map(function (prop) {
  return (0, _hyphenateProperty2.default)(prop);
});

// only split multi values, not cubic beziers
var multipleValues = value.split(/,\([^)]*\)/gi)

var requiresPrefixDashCased = Object.keys(requiresPrefix).map(function (prop) {
  return (0, _hyphenateProperty2.default)(prop);
});

// only split multi values, not cubic beziers
var multipleValues = value.split(/,\([^)]*\)/gi)

var requiresPrefixDashCased = Object.keys(requiresPrefix).map(function (prop) {
  return (0, _hyphenateProperty2.default)(prop);
});

// only split multi values, not cubic beziers
var multipleValues = value.split(/,\([^)]*\)/gi)

var requiresPrefixDashCased = Object.keys(requiresPrefix).map(function (prop) {
  return (0, _hyphenateProperty2.default)(prop);
});

// only split multi values, not cubic beziers
var multipleValues = value.split(/,\([^)]*\)/gi)
"justifyContent": ["Webkit"],
"order": ["Webkit"],
"transitionDelay": ["Webkit"],
"transitionDuration": ["Webkit"],
"transitionProperty": ["Webkit"],
"transitionTimingFunction": ["Webkit"],
"backdropFilter": ["Webkit"],
"scrollSnapPointsX": ["Webkit", "ms"],
"scrollSnapPointsY": ["Webkit", "ms"],
"scrollSnapDestination": ["Webkit", "ms"],
"shapeImageThreshold": ["Webkit"],
"shapeImageMargin": ["Webkit"],
"shapeImageOutside": ["Webkit"],
"hyphens": ["Webkit", "Moz", "ms"],
"flowInto": ["Webkit", "ms"],
"flowFrom": ["Webkit", "ms"],
"regionFragment": ["Webkit", "ms"],
"boxSizing": ["Moz"],
"textAlignLast": ["Moz"],
"tabSize": ["Moz"],
"scrollSnapPointsY": ["Webkit", "ms"],
"scrollSnapDestination": ["Webkit", "ms"],
"scrollSnapCoordinate": ["Webkit", "ms"],
"textAlignLast": ["Moz"],
"tabSize": ["Moz"],
"wrapFlow": ["ms"],
"wrapThrough": ["ms"],
"touchAction": ["ms"],
"gridTemplateColumns": ["ms"],
"gridTemplateRows": ["ms"],
"gridTemplateAreas": ["ms"],
"gridTemplate": ["ms"],
"gridAutoColumns": ["ms"],
"gridAutoRows": ["ms"],
"gridAutoFlow": ["ms"],
"gridRowStart": ["ms"],
"gridColumnStart": ["ms"],
"gridRowEnd": ["ms"],
"gridRow": ["ms"],
"gridColumn": ["ms"],
"gridColumnGap": ["ms"],
"gridRowGap": ["ms"],
"gridArea": ["ms"],
"gridGap": ["ms"],
"textSizeAdjust": ["Webkit", "ms"],
"borderImage": ["Webkit"],
"borderImageOutset": ["Webkit"],
"borderImageRepeat": ["Webkit"],
"borderImageSlice": ["Webkit"],
"borderImageSource": ["Webkit"],
"borderImageWidth": ["Webkit"],
"borderImage: none;"};
/* eslint-disable */

Object.defineProperty(exports, "__esModule", {
  value: true
});
exports.default = calc;

var _isPrefixedValue = require('css-in-js-utils/lib/isPrefixedValue');

var _isPrefixedValue2 = _interopRequireDefault(_isPrefixedValue);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var prefixes = ['-webkit-', '-moz-', ''];

function calc(property, value) {
  if (typeof value === 'string' && !(0, _isPrefixedValue2.default)(value) && value.indexOf('calc(') > -1)
  { return prefixes.map(function (prefix) {
    return value.replace(/calc\(/g, prefix + 'calc(');
  });
  }
}

module.exports = exports['default'];

'"use strict';

Object.defineProperty(exports, "__esModule", {
  value: true
});
exports.default = flex;
var values = {
  flex: ['-webkit-box', '-moz-box', '-ms-flexbox', '-webkit-flex', 'flex'],
  'inline-flex': ['-webkit-inline-box', '-moz-inline-box', '-ms-inline-flexbox', '-webkit-inline-flex', 'inline-flex'],
};

function flex(property, value) {
  if (property === 'display' && values.hasOwnProperty(value)) {
    return values[value];
  }
}

module.exports = exports['default'];

'"use strict';

Object.defineProperty(exports, "__esModule", {
  value: true
});
exports.default = flexboxIE;
var alternativeValues = {
  'space-around': 'justify',
  'space-between': 'justify',
  'flex-start': 'start',
  'flex-end': 'end',
  'wrap-reverse': 'multiple',
  wrap: 'multiple',
};
var alternativeProps = {
  alignItems: 'WebkitBoxAlign',
  justifyContent: 'WebkitBoxPack',
  flexWrap: 'WebkitBoxLines',
};

function flexboxIE(property, value, style) {
  if (property === 'flexDirection' && typeof value === 'string') {
    if (value.indexOf('column') > -1) {
      style.WebkitBoxOrient = 'vertical';
    } else {
      style.WebkitBoxOrient = 'horizontal';
    }
    if (value.indexOf('reverse') > -1) {
      style.WebkitBoxDirection = 'reverse';
    } else {
      style.WebkitBoxDirection = 'normal';
    }
  }
}

module.exports = exports['default'];

"use strict';

Object.defineProperty(exports, "__esModule", {
  value: true
});
exports.default = gradient;

var _isPrefixedValue = require('css-in-js-utils/lib/isPrefixedValue');

var _isPrefixedValue2 = _interopRequireDefault(_isPrefixedValue);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var prefixes = [
  ];

module.exports = exports['default'];

Open Source Used In MSX SD-Branch Service Pack 4.0.0 1427
This function ensures that 'style' supports both ltr and rtl directions by checking 'styleConstants' in 'muiTheme' and replacing attribute keys if

```javascript
if (muiTheme.isRtl) {
  return
}
```

```javascript
var flippedAttributes = {};
```

```javascript
function rtl(muiTheme) {
  if (muiTheme.isRtl) {
    return
  }

  var flippedAttributes = {
    right: 'left',
    left: 'right',
    marginRight: 'marginLeft',
    marginLeft: 'marginRight',
    paddingRight: 'paddingLeft',
    paddingLeft: 'paddingRight',
    borderRight: 'borderLeft',
    borderLeft: 'borderRight'
  };

  var newStyle = {};
  (0, _keys2.default)(style).forEach(function (attribute) {
    var value = style[attribute];
    var key = attribute;

    if (flippedAttributes.hasOwnProperty(attribute)) {
      key = flippedAttributes[attribute];
    }

    switch (attribute) {
      case 'float':
      case 'textAlign':
        if (value === 'right') {
          value = 'left';
        } else if (value === 'left') {
          value = 'right';
        }

      case 'direction':
        if (value === 'ltr') {
          value = 'rtl';
        } else if (value === 'rtl') {
          value = 'ltr';
        }

      case 'transform':
        if (!value) break;
        var matches = void 0;
        if (matches = value.match(reTranslate)) {
          value = value.replace(matches[0], matches[1] + -parseFloat(matches[4]));
        }
        if (matches = value.match(reSkew)) {
        }

      case 'transformOrigin':
        if (!value) break;
        var argument = function (arg) {
          return arg;
        };
        if (value.indexOf('right') > -1) {
          value = value.replace('right', 'left');
        } else if (value.indexOf('left') > -1) {
          value = value.replace('left', 'right');
        }
    }

  newStyle[key] = value;
  });
  return newStyle;
}
```

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

```javascript
var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');
var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);
var _colors = require('./colors');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var Typography = function Typography() {
  (0, _classCallCheck3.default)(this, Typography);

  this.textFullBlack = _colors.fullBlack;
  this.textDarkBlack = _colors.darkBlack;
  this.textLightBlack = _colors.lightBlack;
  this.textMinBlack = _colors.minBlack;
  this.textFullWhite = _colors.fullWhite;
  this.textDarkWhite = _colors.darkWhite;
  this.textLightWhite = _colors.lightWhite;

  this.fontSizeRegular = 14;
}
```

```javascript
var ToggleRadioButtonUnchecked = function ToggleRadioButtonUnchecked(props) {
  return _react2.default.createElement(_SvgIcon2.default, props,
    _react2.default.createElement('path', {
      d: 'M12 2C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2m0 18c-4.42 0-8.358 8-8 8 8 8 3.58 8-3.58 8-8 8 8 8 8 8z
    '}
    ));
}
```

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

```javascript
var ToggleRadioButtonsUnchecked = function ToggleRadioButtonsUnchecked(props) {
  return 
    ToggleRadioButtonUnchecked.default.createElement(_SvgIcon2.default, props, 
      ToggleRadioButtonUnchecked.default.createElement('path', {
        d: 'M12 2.6C8.4 2 2.6 8.4 2 12s8.4 8.4 12 8.4 12-8.4 12-12-8.4 12-8.4 12z
      '}
    ));
}
```
Open Source Used in MSX SD-Branch Service Pack 4.0.0
var prepareStyles = this.context.muiTheme.prepareStyles;
var styles = getStyles(this.props, this.context, this.state);
var mergedRippleStyles = (0, _simpleAssign2.default)({ }, styles.ripple, rippleStyle);
var buttonEventHandlers = disabled ? {} : {
  onMouseDown: this.handleMouseDown,
  onMouseUp: this.handleMouseUp,
  onMouseLeave: this.handleMouseLeave,
  onMouseEnter: this.handleMouseEnter,
  onTouchStart: this.handleTouchStart,
  onTouchEnd: this.handleTouchEnd,
  onKeyboardFocus: this.handleKeyboardFocus
};

var labelElement = label && _react2.default.createElement('span', {
  style: prepareStyles((0, _simpleAssign2.default)(styles.label, labelStyle)),
  key: 'labelElement'
}, label);
var iconCloned = icon && (0, _react.cloneElement)(icon, {
  color: icon.props.color || styles.label.color,
  style: (0, _simpleAssign2.default)(styles.icon, icon.props.style),
  key: 'iconCloned'
});

var overlayBackgroundProxy = {
  backgroundColor: overlayStyle &&
  styles.overlay.backgroundColor && overlayStyle.backgroundColor || styles.overlay.backgroundColor
};

var enhancedButtonChildren = labelPosition === 'before' ? [labelElement, iconCloned, children] : [children, iconCloned, labelElement];
function getStyles(props) {
  var padding = props.size * 0.1; // same implementation of `this.getPaddingSize()`

  return {
    root: {
      position: 'absolute',
      zIndex: 2,
      width: props.size,
      height: props.size,
      padding: padding,
      top: -10000,
      left: -10000,
      transform: 'translate(' + (10000 + props.left) + 'px, ' + (10000 + props.top) + 'px)',
      opacity: props.status === 'hide' ? 0 : 1,
      transition: props.status === 'hide' ? _transitions.default.create('all', '.3s', 'ease-out') : 'none'
    }
  };
}

var RefreshIndicator = function (_Component) {
  (0, _inherits3.default)(RefreshIndicator, _Component);

  function RefreshIndicator() {
    (0, _classCallCheck3.default)(this, RefreshIndicator);
    return (0, _possibleConstructorReturn3.default)(this, (RefreshIndicator.__proto__ || (0, _getPrototypeOf2.default)(RefreshIndicator)).apply(this, arguments));
  }

  (0, _createClass3.default)(RefreshIndicator, [
    {
      key: 'componentDidMount',
      value: function componentDidMount() {
        this.scalePath(this.refs.path, 0);
        this.rotateWrapper(this.refs.wrapper);
      }
    },
    {
      key: 'componentDidUpdate',
      value: function componentDidUpdate() {
        clearTimeout(this.scalePathTimer);
        clearTimeout(this.rotateWrapperTimer);
        clearTimeout(this.rotateWrapperSecondTimer);
        this.scalePath(this.refs.path, 0);
        this.rotateWrapper(this.refs.wrapper);
      }
    },
    {
      key: 'componentWillUnmount',
      value: function componentWillUnmount() {
        clearTimeout(this.scalePathTimer);
      }
    }
  ]);
function renderChildren() {
  var prepareStyles = this.context.muiTheme.prepareStyles;
  var paperSize = this.getPaperSize();
  var childrenCmp = null;

  if (this.props.status !== 'ready') {
    return childrenCmp;
  }

  var circleStyle = this.getCircleStyle(paperSize);
  var childrenCmp = _react2.default.createElement('circle', (0, _extends3.default)({}, circleStyle.attr));

  var polygonStyle = this.getPolygonStyle(paperSize);
  childrenCmp = _react2.default.createElement('polygon', (0, _extends3.default)({}, polygonStyle.attr));

  return childrenCmp;
}

function renderChildrenSecond() {
  var prepareStyles = this.context.muiTheme.prepareStyles;
  var paperSize = this.getPaperSize();
  var childrenCmp = null;

  if (this.props.status !== 'ready') {
    return childrenCmp;
  }

  var circleStyle = this.getCircleStyle(paperSize);
  var childrenCmp = _react2.default.createElement('circle', (0, _extends3.default)({}, circleStyle.attr));

  var polygonStyle = this.getPolygonStyle(paperSize);
  childrenCmp = _react2.default.createElement('polygon', (0, _extends3.default)({}, polygonStyle.attr));

  return childrenCmp;
}

function renderChildrenThird() {
  var prepareStyles = this.context.muiTheme.prepareStyles;
  var paperSize = this.getPaperSize();
  var childrenCmp = null;

  if (this.props.status !== 'ready') {
    return childrenCmp;
  }

  var circleStyle = this.getCircleStyle(paperSize);
  var childrenCmp = _react2.default.createElement('circle', (0, _extends3.default)({}, circleStyle.attr));

  var polygonStyle = this.getPolygonStyle(paperSize);
  childrenCmp = _react2.default.createElement('polygon', (0, _extends3.default)({}, polygonStyle.attr));

  return childrenCmp;
}

function renderSecond() {
  var prepareStyles = this.context.muiTheme.prepareStyles;
  var paperSize = this.getPaperSize();
  var childrenCmp = null;

  if (this.props.status !== 'ready') {
    return childrenCmp;
  }

  var circleStyle = this.getCircleStyle(paperSize);
  var childrenCmp = _react2.default.createElement('circle', (0, _extends3.default)({}, circleStyle.attr));

  var polygonStyle = this.getPolygonStyle(paperSize);
  childrenCmp = _react2.default.createElement('polygon', (0, _extends3.default)({}, polygonStyle.attr));

  return childrenCmp;
}

function renderThird() {
  var prepareStyles = this.context.muiTheme.prepareStyles;
  var paperSize = this.getPaperSize();
  var childrenCmp = null;

  if (this.props.status !== 'ready') {
    return childrenCmp;
  }

  var circleStyle = this.getCircleStyle(paperSize);
  var childrenCmp = _react2.default.createElement('circle', (0, _extends3.default)({}, circleStyle.attr));

  var polygonStyle = this.getPolygonStyle(paperSize);
  childrenCmp = _react2.default.createElement('polygon', (0, _extends3.default)({}, polygonStyle.attr));

  return childrenCmp;
}

function renderFirst() {
  var prepareStyles = this.context.muiTheme.prepareStyles;
  var paperSize = this.getPaperSize();
  var childrenCmp = null;

  if (this.props.status !== 'ready') {
    return childrenCmp;
  }

  var circleStyle = this.getCircleStyle(paperSize);
  var childrenCmp = _react2.default.createElement('circle', (0, _extends3.default)({}, circleStyle.attr));

  var polygonStyle = this.getPolygonStyle(paperSize);
  childrenCmp = _react2.default.createElement('polygon', (0, _extends3.default)({}, polygonStyle.attr));

  return childrenCmp;
}

function clearTimeOut() {
  clearTimeout(this.rotateWrapperTimer);
  clearTimeout(this.rotateWrapperSecondTimer);
}

function getArcDeg() {
  var p = this.props.percentage / 100;
  var beginDeg = p * 120;
  var endDeg = p * 410;

  return [beginDeg, endDeg];
}

function getFactor() {
  var p = this.props.percentage / 100;
  var p1 = Math.min(1, p / 0.4);

  return p1;
}

function getCircleAttr() {
  return {
    radiu: VIEWBOX_SIZE / 2 - 5,
    originX: VIEWBOX_SIZE / 2,
    originY: VIEWBOX_SIZE / 2
  };
}

function getCircleStyle() {
  return {
    radiu: VIEWBOX_SIZE / 2 - 5,
    originX: VIEWBOX_SIZE / 2,
    originY: VIEWBOX_SIZE / 2
  };
}

function getPolygonStyle() {
  return {
    points: VIEWBOX_SIZE * 2 + ' ' + VIEWBOX_SIZE
  };
}

function getPolygonStyleSecond() {
  return {
    points: VIEWBOX_SIZE * 2 + ' ' + VIEWBOX_SIZE
  };
}

function getPolygonStyleThird() {
  return {
    points: VIEWBOX_SIZE * 2 + ' ' + VIEWBOX_SIZE
  };
}

function getCircleAttr Second() {
  return {
    radiu: VIEWBOX_SIZE / 2 - 5,
    originX: VIEWBOX_SIZE / 2,
    originY: VIEWBOX_SIZE / 2
  };
}

function getCircleAttr Third() {
  return {
    radiu: VIEWBOX_SIZE / 2 - 5,
    originX: VIEWBOX_SIZE / 2,
    originY: VIEWBOX_SIZE / 2
  };
}

function getCircleAttr First() {
  return {
    radiu: VIEWBOX_SIZE / 2 - 5,
    originX: VIEWBOX_SIZE / 2,
    originY: VIEWBOX_SIZE / 2
  };
}

function getPolygonStyle Second() {
  return {
    points: VIEWBOX_SIZE * 2 + ' ' + VIEWBOX_SIZE
  };
}

function getPolygonStyle Third() {
  return {
    points: VIEWBOX_SIZE * 2 + ' ' + VIEWBOX_SIZE
  };
}

function getCircleAttr First() {
  return {
    radiu: VIEWBOX_SIZE / 2 - 5,
    originX: VIEWBOX_SIZE / 2,
    originY: VIEWBOX_SIZE / 2
  };
}

function getCircleAttr Second() {
  return {
    radiu: VIEWBOX_SIZE / 2 - 5,
    originX: VIEWBOX_SIZE / 2,
    originY: VIEWBOX_SIZE / 2
  };
}

function getCircleAttr Third() {
  return {
    radiu: VIEWBOX_SIZE / 2 - 5,
    originX: VIEWBOX_SIZE / 2,
    originY: VIEWBOX_SIZE / 2
  };
}
else if (currStep === 1) {
    strokeDasharray = arcLen + ', 200';
  } else if (currStep === 0) {
    strokeDasharray = arcLen + ', 200';
  }

  transitionDuration = '750ms';
}

else if (currStep === 1) {
  strokeDasharray = arcLen + ', 200';
  strokeDashoffset = -15;
  transitionDuration = '750ms';
} else {
  strokeDasharray = arcLen + ', 200';
  strokeDashoffset = -(perimeter - 1);
  transitionDuration = '850ms';
}

_this.scalePathTimer = setTimeout(function () {
  return _this2.scalePath(path, currStep + 1);
}, currStep ? 750 : 250);

_key: 'rotateWrapper',

value: function (rotationWrapper) {
  var_this3 = this;
  if (this.props.status != 'loading') return;
  _autoPrefix2.default.set(rotationWrapper.style, 'transform', null);
  _autoPrefix2.default.set(rotationWrapper.style, 'transitionDuration', '0ms');
  _autoPrefix2.default.set(rotationWrapper.style, 'transitionDuration', '10s');
  _autoPrefix2.default.set(rotationWrapper.style, 'transitionTimingFunction', 'linear');
  return _this3.rotateWrapperSecondTimer = setTimeout(function () {
    _autoPrefix2.default.set(rotationWrapper.style, 'transform', 'rotate(1800deg)');
    _autoPrefix2.default.set(rotationWrapper.style, 'transitionDuration', '10s');
    _autoPrefix2.default.set(rotationWrapper.style, 'transitionTimingFunction', 'linear');
  }, 50);
}

_this.rotateWrapperSecondTimer = setTimeout(function () {
  return _this3.rotateWrapperSecondTimer;
}, 10050);
}

_key: 'render',

value: function (render) {
  var _props2 = this.props,
      style = _props2.style,
      top = _props2.top,
      left = _props2.left,
      percentage = _props2.percentage,
      status = _props2.status,
      loadingColor = _props2.loadingColor,
      other = (0, _objectWithoutProperties3.default)(_props2, ['style', 'top', 'left', 'percentage', 'status', 'loadingColor']);

  var styles = getStyles(this.props, this.context);
  return _react2.default.createElement(_Paper2.default, (0, _extends3.default)({
    circle: true,
    style: (0, _simpleAssign2.default)(styles.root, style)
  }, other),
    this.renderChildren());
}

RefreshIndicator.defaultProps = {
  percentage: 0,
  size: 40,
  status: 'hide'
};

RefreshIndicator.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

RefreshIndicator.propTypes = process.env.NODE_ENV !== 'production' ? {
  color: _propTypes2.default.string,
  left: _propTypes2.default.number.isRequired,
  loadingColor: _propTypes2.default.string,
  percentage: _propTypes2.default.number,
  size: _propTypes2.default.number,
  status: _propTypes2.default.oneOf(['ready', 'loading', 'hide'])
} : {};

require('../modules/web.dom.iterable');

require('../modules/es6.string.iterator');

module.exports = require('../modules/core.is-iterable');

var classof = require('./_classof');

var ITERATOR = require('./_wks')('iterator');

var Iterators = require('./_iterators');

module.exports = require('./_core').isIterable = function (it) {
  var O = Object(it);
  return O[ITERATOR] !== undefined || '@@iterator' in O // eslint-disable-next-line no-prototype-builtins
 || Iterators.hasOwnProperty(classof(O));
};

iterable = require('./_wks')('iterator');

require('./_iterators');

module.exports = require('./_core').getIterator = function (it) {
  var O = Object(it);
  return O[ITERATOR] !== undefined || '@@iterator' in O // eslint-disable-next-line no-prototype-builtins
 || Iterators.hasOwnProperty(classof(O));
};

require('../modules/web.dom.iterable');

require('../modules/es6.string.iterator');

module.exports = require('../modules/core.is-iterable');

var var classof = require('./_classof');

var ITERATOR = require('./_wks')('iterator');

module.exports = require('./_core.get-iterator-method');

module.exports = require('./_core.get-iterator-method');

module.exports = require('./_core.get-iterator-method');

if (typeof iterFn !== 'function') throw TypeError('O is not iterable!');

return returnObject(iterFn.call(it));

"use strict";

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

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var


function getStyles(props) {
  return {
    label: {
      paddingLeft: 0,
      top: props.floatingLabelText ? 6 : -4
    },
    icon: {
      right: 0,
      top: props.floatingLabelText ? 8 : 0
    },
    hideDropDownUnderline: {
      borderTop: 'none'
    },
    dropDownMenu: {
      display: 'block'
    }
  };
}

var SelectField = function (_Component) {
  (0, _inherits3.default)(SelectField, _Component);

  function SelectField() {
    (0, _classCallCheck3.default)(this, SelectField);
    return (0, _possibleConstructorReturn3.default)(this,
      (SelectField.__proto__ || (0, _getPrototypeOf2.default)(SelectField)).apply(this, arguments));
  }

  (0, _createClass3.default)(SelectField, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          autoWidth = _props.autoWidth,
          multiple = _props.multiple,
          children = _props.children,
          style = _props.style,
          labelStyle = _props.labelStyle,
          iconStyle = _props.iconStyle,
          id = _props.id,
          underlineDisabledStyle = _props.underlineDisabledStyle,
          underlineFocusStyle = _props.underlineFocusStyle,
          menuItemStyle = _props.menuItemStyle,
          selectedMenuItemStyle = _props.selectedMenuItemStyle,
          underlineStyle = _props.underlineStyle,
          errorStyle = _props.errorStyle,
          disabled = _props.disabled,
          floatingLabelFixed = _props.floatingLabelFixed,
          floatingLabelText = _props.floatingLabelText,
          floatingLabelStyle = _props.floatingLabelStyle,
          hintStyle = _props.hintStyle,
          hintText = _props.hintText,
          fullWidth = _props.fullWidth,
          errorText = _props.errorText,
          listStyle = _props.listStyle,
          maxHeight = _props.maxHeight,
          menuStyle = _props.menuStyle,
          onFocus = _props.onFocus,
          onBlur = _props.onBlur,
          onChange = _props.onChange,
          selectionRenderer = _props.selectionRenderer,
          value = _props.value,
          other = (0,
            _objectWithoutProperties3.default)(
              _props,
              ['autoWidth', 'multiple', 'children', 'style', 'labelStyle', 'iconStyle', 'id',
               'underlineDisabledStyle', 'underlineFocusStyle', 'menuItemStyle', 'selectedMenuItemStyle',
               'underlineStyle', 'dropDownMenuProps', 'errorStyle', 'disabled', 'floatingLabelFixed', 'floatingLabelText', 'floatingLabelStyle',
               'hintStyle', 'hintText', 'fullWidth', 'errorText', 'listStyle', 'maxHeight',
               'menuStyle', 'onFocus', 'onBlur', 'onChange',
               'selectionRenderer', 'value']
            ));
      var styles = getStyles(this.props, this.context);
      return _react2.default.createElement(_TextField2.default, (0, _extends3.default)({
        style: style,
        disabled: disabled,
        floatingLabelFixed: floatingLabelFixed,
        floatingLabelText: floatingLabelText,
        floatingLabelStyle: floatingLabelStyle,
        hintStyle: hintStyle,
        hintText: hintText,
        errorText: errorText,
        underlineStyle: underlineStyle,
        errorStyle: errorStyle,
        onFoca
_simpleAssign2.default(styles.label, labelStyle), iconStyle: (0, _simpleAssign2.default(styles.icon, iconStyle)), menuItemStyle: menuItemStyle, selectedMenuItemStyle: selectedMenuItemStyle, underlineStyle: styles.hideDropDownUnderline, listStyle: listStyle, autoWidth: autoWidth, value: value, onChange: onChange, maxHeight: maxHeight, multiple: multiple, selectionRenderer: selectionRenderer, dropDownMenuProps, children)); return SelectField, SelectField.defaultProps = { autoWidth: false, disabled: false, fullWidth: false, multiple: false, children: SelectField, contextTypes: { propTypes: propTypes.object.isRequired }, propTypes: process.env.NODE_ENV !== 'production' ? { /* */ } : {} /* If true, the width will automatically be set according to the items inside the menu. To control the width in CSS instead, leave this prop set to 'false'. */ autoWidth: propTypes2.default.bool, values /* The `Menuitem` elements to populate the select field with. */ if the menu items have a 'label' prop, that value will represent the selected menu item in the rendered select field. children: propTypes2.default.node, /* If true, the select field will be disabled. */ disabled: propTypes2.default.bool, object, /* Object that can handle and override any property of component DropDownMenu. */ propTypes2.default.object, /* Override the inline-styles of the error element. */ errorStyle: propTypes2.default.object, /* The error content to display. */ errorText: propTypes2.default.node, /* If true, the floating label will float even when no value is selected. */ floatingLabelFixed: propTypes2.default.bool, /* Override the inline-styles of the floating label. */ floatingLabelStyle: propTypes2.default.object, /* The content of the floating label. */ floatingLabelText: propTypes2.default.node, /* If true, the select field will take up the full width of its container. */ fullWidth: propTypes2.default.bool, /* Override the inline-styles of menu items. */ menuItemStyle: propTypes2.default.object, /* Override the inline-styles of the `DropDownMenu` element. */ menuStyle: propTypes2.default.object, /* Override the styles of the underlying `List` element. */ listStyle: propTypes2.default.object, /* Override the default max-height of the underlying `DropDownMenu` element. */ maxHeight: propTypes2.default.number, /* Override the inline-styles of the menu items. */ menuitemStyle: propTypes2.default.object, /* Override the inline-styles of the underlying `DropDownMenu` element. */ menuStyle: propTypes2.default.object, /* If true, the value must be an array and the menu will support multiple selections. */ multiple: propTypes2.default.bool, /* Callback function fired when a menu item is selected. */ * @param {object} event Click event targeting the menu item. */ that was selected, * @param {number} key The index of the selected menu item, or undefined. */ if `multiple` is true, the menu's `value` array with either the menu item's `value` added (if it wasn't already selected) or omitted (if it was already selected). */ * Otherwise, the `value` of the menu item. */ onmouseup: propTypes2.default.func, /* If `multiple` is true, with the menu item's `value` added (if it wasn't already selected) or omitted (if it was already selected). */ onfocus: propTypes2.default.func, /* Override the inline-styles of selected menu items. */ selectedMenuItemStyle: propTypes2.default.object, /* Customize the rendering of the selected item. */ * @param {any} value If `multiple` is true, the menu's `value` array with either the menu item's `value` added (if it wasn't already selected) or omitted (if it was already selected). */ * Otherwise, the `value` of the menu item. * @param {any} menuItem The selected `MenuItem`. */ if `multiple` is true, this will be an array with the `MenuItem`'s matching the `value`'s parameter. */ selectionRenderer: propTypes2.default.func, /* Override the inline-styles of the `DropDownMenu` element. */ */ style: propTypes2.default.object, /* Override the inline-styles of the `DropDownMenu` element. */ underlineDisabledStyle: propTypes2.default.object, /* Override the inline-styles of the underline element when the select field is disabled. */ underlineFocusStyle: propTypes2.default.object, /* Override the inline-styles of the underline element. */ underlineStyle: propTypes2.default.object, /* Override the inline-styles of the underline element when the select field is focused. */
* If `multiple` is true, an array of the `value`s of the selected menu item. Otherwise, the `value` of the selected menu item.

* If provided, the menu will be a controlled component.

```javascript
export default SelectField
```

```javascript
if (multiple) {
    return (props, propName, componentName) => {
        propTypes[multiple] = _propTypes2.default.any
    }
}
```

```javascript
var SimpleAssign2 = require('simple-assign')
```

```javascript
var _extends2 = require('babel-runtime/helpers/extends')
```

```javascript
var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties')
```

```javascript
var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of')
```

```javascript
var _defineProperty2 = require('babel-runtime/helpers/defineProperty')
```

```javascript
var _getPrototypeOf2 = require('babel-runtime/core-js/object/get-prototype-of')
```

```javascript
var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck')
```

```javascript
var _createClass2 = require('babel-runtime/helpers/createClass')
```

```javascript
var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn')
```

```javascript
var _inherits2 = require('babel-runtime/helpers/inherits')
```

```javascript
var _defineProperty3 = require('babel-runtime/helpers/defineProperty')
```

```javascript
var _keycode = require('keycode')
```

```javascript
var _warning = require('warning')
```

```javascript
var _transitions = require('../styles/transitions')
```

```javascript
var _FocusRipple = require('../internal/FocusRipple')
```

```javascript
var _FocusRipple2 = require('../internal/FocusRipple')
```

```javascript
var props = Properties of the React component.
```

```javascript
var propName = Name of the property to validate.
```

```javascript
var componentName = Name of the component whose property is being validated.
```

```javascript
var minMaxPropType = function minMaxPropType(props, propName, componentName) {
    for (var _len = arguments.length, rest = Array(_len > 3 ? _len - 3 : 0), _key = 3; _key < _len; _key++) {
        rest[_key - 3] = arguments[_key]
    }

    var error = _propTypes2.default.number.apply(_propTypes2.default, [props, propName, componentName].concat(rest));

    if (error !== null) {
        return error;
    }

    if (props.min >= props.max) {
        var errorMsg = propName === 'min' ? 'min should be less than max' : 'max should be greater than min';
        return new Error(errorMsg);
    }
};
```

```javascript
var valueInRangePropType = function valueInRangePropType(props, propName, componentName) {
    for (var _len2 = arguments.length, rest = Array(_len2 > 3 ? _len2 - 3 : 0), _key2 = 3; _key2 < _len2; _key2++) {
        rest[_key2 - 3] = arguments[_key2]
    }

    var error = _propTypes2.default.number.apply(_propTypes2.default, [props, propName, componentName].concat(rest));

    if (error !== null) {
        return error;
    }

    var value = props[propName];

    if (value < props.min || props.max < value) {
        return new Error(propName + ' should be within the range specified by min and max');
    }
};
```

```javascript
var crossAxisProperty = {
    x: 'height',
    'x-reverse': 'height',
    y: 'width',
    'y-reverse': 'width'
};
```

```javascript
var crossAxisOffsetProperty = {
    x: 'top',
    'x-reverse': 'top',
    y: 'left',
    'y-reverse': 'left'
};
```

```javascript
var mainAxisProperty = {
    x: 'width',
    'x-reverse': 'width',
    y: 'height',
    'y-reverse': 'height'
};
```

```javascript
var mainAxisMarginFromEnd = {
    x: 'marginRight',
    'x-reverse': 'marginLeft',
    y: 'marginBottom',
    'y-reverse': 'marginTop'
};
```

```javascript
var mainAxisMarginFromStart = {
    x: 'marginLeft',
    'x-reverse': 'marginRight',
    y: 'marginBottom',
    'y-reverse': 'marginTop'
};
```

```javascript
var mainAxisOffsetProperty = {
    x: 'left',
    'x-reverse': 'right',
    y: 'bottom',
    'y-reverse': 'top'
};
```

```javascript
var mainAxisClientProperty = {
    x: 'clientWidth',
    'x-reverse': 'clientWidth',
    y: 'clientHeight',
    'y-reverse': 'clientHeight'
};
```
reverse': 'clientHeight
})
var mainAxisClientOffsetProperty = {
  x: 'clientX,
  y: 'clientY,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var reverseMainAxisOffsetProperty = {
  x: 'right,
  y: 'top,
  'x-reverse': 'left,
  y: 'top,
  'y-reverse': 'bottom

}

var isMouseControlInverted = function isMouseControlInverted(axis) {
  return
    axis === 'x-reverse' || axis === 'y';
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,
  'y-reverse': 'clientY
}

var mainAxisClientOffsetProperty = {
  x: 'clientX,
  'x-reverse': 'clientX,
  y: 'clientY,'
Open Source Used In MSX SD-Branch Service Pack 4.0.0

```javascript
this.handleMouseMove = function (event) {
  this.onDragUpdate(event, 'mouse');
},
(_this.props.onChange) {
  this.props.onChange(event, newValue);
}
}

if (_this.state.value !== newValue) {
  this.setState({
    value: newValue
  });

  if
  newValue = this.resolveValue(parseFloat(newValue.toFixed(5)), min, max);

  break;
} // We need to use toFixed() because of float point errors.

break;
}

event.preventDefault();

switch (action) {
  case 'decrease':
    newValue = this.state.value - step;
  break;

  case 'increase':
    newValue = this.state.value + step;

  break;

  case 'page up':
  case 'up':
    if (calculatedAxis === 'y-reverse') {
      action = 'decrease';
    } else {
      action = 'increase';
    }

    break;

  case 'page down':
  case 'down':
    if (calculatedAxis === 'y-reverse') {
      action = 'increase';
    } else {
      action = 'decrease';
    }

    break;

  case 'right':
    if
  calculatedAxis = calculateAxis(axis, isRtl);

  var action = void 0;

  switch ((0, _keycode2.default)(event)) {
    case 'min':
      newValue = min;
      break;

    case 'max':
      newValue = max;
      break;

    case 'home':
      action = 'min';
      break;

    case 'end':
      action = 'max';
      break;

    case 'left':
      if (action) {
        var newValue = void 0; // Cancel scroll
        event.preventDefault();

        switch (action) {
          case 'decrease':
            newValue = this.state.value - step;
            break;

          case 'increase':
            newValue = this.state.value + step;
            break;

          case 'min':
            newValue = min;
            break;

          case 'max':
            newValue = max;
            break;

          // We need to use toFixed() because of float point errors.
          // For example, 0.01 + 0.06 = 0.06999999999999999
          newValue = this.resolveValue(parseFloat(newValue.toFixed(5)), min, max);
          break;
        }

        _this.setState({
          value: newValue
        });
      }
      break;

      if (_this.props.onChange) {
        _this.props.onChange(event, newValue);
      }
      break;

      _this.handleDragMouseMove = function (event) {
        _this.onDragUpdate(event, 'mouse');
      }
    }
  }
```

Open Source Used In MSX SD-Branch Service Pack 4.0.0
this.handleTouchMove = function (event) {
    this.onDragUpdate(event, 'touch');
},

this.handleMouseMove = function (event) {
    document.removeEventListener('mousemove', this.handleDragMouseMove);
    document.removeEventListener('mouseup', this.handleMouseEnd);
    this.onDragStop(event);
},

this.handleTouchEnd = function (event) {
    document.removeEventListener('touchmove', this.handleTouchMove);
    document.removeEventListener('touchup', this.handleTouchEnd);
    document.removeEventListener('touchend', this.handleTouchEnd);
    document.removeEventListener('touchcancel', this.handleTouchEnd);
    this.onDragStop(event);
},

this.handleTouchStart = function (event) {
    var _this$props2 = this.props,
        axis = _this$props2.axis,
        disabled = _this$props2.disabled;
    var isRtl = _this.context.muiTheme.isRtl;
    var calculatedAxis = calculateAxis(axis, isRtl);
    var var_0_0 = event.touches[0][mainAxisClientOffsetProperty[calculatedAxis]] - this.getTrackOffset();
    if (isMouseControlInverted(calculatedAxis)) {
        var position = void 0;
        if (isMouseControlInverted(calculatedAxis)) {
            position = _this.getTrackOffset() - event.touches[0][mainAxisClientOffsetProperty[calculatedAxis]];
        } else {
            position = event.touches[0][mainAxisClientOffsetProperty[calculatedAxis]] - _this.getTrackOffset();
        }
        this._setValueFromPosition(event, position);
        document.addEventListener('touchmove', this.handleTouchMove);
        document.addEventListener('touchup', this.handleTouchEnd);
        document.addEventListener('touchend', this.handleTouchEnd);
        document.addEventListener('touchcancel', this.handleTouchEnd);
        this.onDragStart(event);
    } else {
        this._setValueFromPosition(event, position);
        this.onDragStart(event);
    }
},

this.handleFocus = function (event) {
    this.setState({
        focused: true
    });
    if (this.props.onFocus) {
        this.props.onFocus(event);
    }
},

this.handleBlur = function (event) {
    this.setState({
        focused: false,
        active: false
    });
    if (this.props.onBlur) {
        this.props.onBlur(event);
    }
},

this.handleMouseDown = function (event) {
    var _this$props3 = this.props,
        axis = _this$props3.axis,
        disabled = _this$props3.disabled;
    var isRtl = _this.context.muiTheme.isRtl;
    var calculatedAxis = calculateAxis(axis, isRtl);
    var position = void 0;
    if (isMouseControlInverted(calculatedAxis)) {
        position = _this.getTrackOffset() - event[mainAxisClientOffsetProperty[calculatedAxis]];
    } else {
        position = event[mainAxisClientOffsetProperty[calculatedAxis]] - _this.getTrackOffset();
    }
    this._setValueFromPosition(event, position);
    document.addEventListener('mousemove', this.handleDragMouseMove);
    document.addEventListener('mouseup', this.handleMouseEnd);
    event.preventDefault();
    this.handle.focus();
    this.onDragStart(event);
},

this.handleMouseUp = function () {
    if (!this.props.disabled) {
        this.setState({
            active: false
        });
    }
},

this.handleMouseEnter = function () {
    this.setState({
        hovered: true
    });
},

this.handleMouseLeave = function () {
    this.setState({
        hovered: false
    });
},

(0, _possibleConstructorReturn3.default)(_this, _ret);

(0, _createClass3.default)(Slider, [
    {
        key: 'componentWillMount',
        value: function componentWillMount() {
            var _props = this.props,
                defaultValue = _props.defaultValue,
                min = _props.min,
                max = _props.max;
            var value = this.props.value;
            if (value === undefined) {
                value = defaultValue;
            }
            this.setState({
                value: this.resolveValue(value, min, max)
            });
        }
    },
    {
        key: 'componentWillReceiveProps',
        value: function componentWillReceiveProps(nextProps) {
            if (nextProps.value !== undefined && !this.state.dragging) {
                var _nextProps$min = nextProps.min,
                    min = _nextProps$min === undefined ? this.props.min : _nextProps$min,
                    _nextProps$max = nextProps.max,
                    max = _nextProps$max === undefined ? this.props.max : _nextProps$max,
                    _nextProps$min = nextProps.min,
                    _nextProps$max = nextProps.max;
                this.setState({
                    value: this.resolveValue(nextProps.value, min, max)
                });
            }
        }
    },
    {
        key: 'getValue',
        value: function getValue() {
            process.env.NODE_ENV !== "production" ? (0, _warning2.default)(false, 'Material-UI Slider: getValue() method is deprecated.\nUse the onChange callbacks instead');
            return this.state.value;
        }
    },
    {
        key: 'clearValue',
        value: function clearValue() {
            process.env.NODE_ENV !== "production" ? (0, _warning2.default)(false, 'Material-UI Slider: clearValue() method is deprecated.\nUse the value property to control the component instead');
            return this.state.value;
        }
    }
]);
onKeyDown: !disabled ? this.handleKeyDown : undefined,
      ''), _react2.default.createElement('div', {
        ref: function ref(node) {
          return _this3.track = node;
        },
        style: prepareStyles(styles.track)
      }),
      _react2.default.createElement('div', {
        style: styles.filled
      }),
      _react2.default.createElement('div', {
        style: styles.remaining
      }),
      _react2.default.createElement('div', {
        ref: function ref(node) {
          return _this3.handle = node;
        },
        style: prepareStyles(handleStyles),
        tabIndex: 0
      }, !disabled && !disableFocusRipple &&
      _react2.default.createElement(_FocusRipple2.default, {
        style: rippleStyle,
        innerStyle: styles.rippleInner,
        show: (hovered || focused) && !active,
        color: styles.rippleColor.fill
      })),
      _react2.default.createElement('input', {
        type: 'hidden',
        name: name,
        value: value,
        required: required,
        min: min,
        max: max,
        step: step
      }));
    }
  }
};

Slider.defaultProps = {
  axis: 'x',
  disabled: false,
  disableFocusRipple: false,
  max: 1,
  min: 0,
  required: true,
  step: 0.01,
  style: {});

Slider.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

Slider.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * The axis on which the slider will slide.
   */
  axis: _propTypes2.default.oneOf(['x', 'x-reverse', 'y', 'y-reverse']),

  /**
   * The default value of the slider.
   */
  defaultValue: valueInRangePropType,

  /**
   * Whether or not the slider is required in a form.
   */
  required: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the inner slider element.
   */
  sliderStyle: _propTypes2.default.object,

  /**
   * The granularity the slider can step through values.
   */
  step: _propTypes2.default.number,

  /** @ignore */
  onBlur: _propTypes2.default.func,

  /**
   * Callback function that is fired when the slider's value changed.
   *
   * @param {object} event KeyDown event targeting the slider.
   * @param {number} newValue The new value of the slider.
   */
  onChange: _propTypes2.default.func,

  /**
   * Callback function that is fired when the slider has begun to move.
   *
   * @param {object} event MouseDown or TouchStart event targeting the slider.
   */
  onDragStart: _propTypes2.default.func,

  /**
   * Callback function that is fired when the slide has stopped moving.
   *
   * @param {object} event MouseEnd or TouchEnd event targeting the slider.
   */
  onDragStop: _propTypes2.default.func,

  /** @ignore */
  onFocus: _propTypes2.default.func,

  /**
   * The value of the slider.
   */
  value: valueInRangePropType
} : {};

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

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _pure = require('recompose/pure');

var _pure2 = _interopRequireDefault(_pure);

var _SvgIcon = require('../../SvgIcon');

var _SvgIcon2 = _interopRequireDefault(_SvgIcon);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ?
    obj : {
    default: obj
  };
}

var ActionCheckCircle = function ActionCheckCircle(props) {
  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {
    d: 'M12 2C6.48 2 2 6.48 2 12l5 5 1.41-1.41L14 17.59-7.59L19 8l-9 9z'
  }));
};

ActionCheckCircle = (0, _pure2.default)(ActionCheckCircle);

ActionCheckCircle.displayName = 'ActionCheckCircle';

ActionCheckCircle.muiName = 'SvgIcon';

exports.default = ActionCheckCircle;
function _interopRequireDefault(obj) {
  return obj &&
  obj.__esModule ? obj : {
    default: obj
  };
}

var ExpandTransition = function (_Component) {
  (_inherits3.default)(ExpandTransition, _Component);

  function ExpandTransition() {
    (_classCallCheck3.default)(this, ExpandTransition);
    return (_possibleConstructorReturn3.default)(this,
      (ExpandTransition.__proto__ || (0, _getPrototypeOf2.default)(ExpandTransition)).apply(this, arguments));
  }

  (0, _createClass3.default)(ExpandTransition, [{
    key: 'renderChildren',
    value: function renderChildren(children) {
      var _props = this.props,
          enterDelay = _props.enterDelay,
          transitionDelay = _props.transitionDelay,
          transitionDuration = _props.transitionDuration,
          expandTransitionChildStyle = _props.expandTransitionChildStyle;
      return _react2.default.Children.map(children, function (child) {
        return _react2.default.createElement(_ExpandTransitionChild2.default, {
          enterDelay: enterDelay,
          transitionDelay: transitionDelay,
          transitionDuration: transitionDuration,
          key: child.key,
          style: expandTransitionChildStyle
        }, child);
      }, this);
    }
  }, {
    key: 'render',
    value: function render(){
      var _props2 = this.props,
          children = _props2.children,
          enterDelay = _props2.enterDelay,
          loading = _props2.loading,
          open = _props2.open,
          style = _props2.style,
          transitionDelay = _props2.transitionDelay,
          transitionDuration = _props2.transitionDuration,
          expandTransitionChildStyle = _props2.expandTransitionChildStyle,
          other = (0,
          _objectWithoutProperties3.default)(_props2, ['children', 'enterDelay', 'loading', 'open', 'style', 'transitionDelay',
            'transitionDuration', 'expandTransitionChildStyle']);
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var mergedRootStyles = (0, _simpleAssign2.default)({}, {
        position: 'relative',
        overflow: 'hidden',
        height: 'auto'
      }, style);
      var newChildren = loading ? [] : this.renderChildren(children);
      return _react2.default.createElement(_TransitionGroup2.default, (0,
        _extends3.default)({
          style: prepareStyles(mergedRootStyles),
          component: 'div'
        }, other), open &&
        newChildren);
    }
  }]);
  return ExpandTransition;
}(_react.Component);

ExpandTransition.defaultProps = {
  enterDelay: 0,
  transitionDelay: 0,
  transitionDuration: 450,
  loading: false,
  open: false
};

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

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _createClass2 = require('babel-runtime/helpers/createClass');

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _TransitionGroup = require('react-transition-group/TransitionGroup');

var _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);

var _ExpandTransitionChild = require('./ExpandTransitionChild');

var _ExpandTransitionChild2 = _interopRequireDefault(_ExpandTransitionChild);
ExpandTransitionChild:(_react.Component)\n\nExpandTransitionChild.defaultProps = {\n  enterDelay: 0,\n  transitionDelay: 0,\n  transitionDuration: 450\n};\nExpandTransitionChild.contextTypes = {\n  muiTheme: \n    propTypes2.default.object.isRequired\n};\nExpandTransitionChild.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  children: propTypes2.default.node,\n  enterDelay: propTypes2.default.number,\n  style: \n    propTypes2.default.object,\n  transitionDelay: propTypes2.default.number,\n  transitionDuration: \n    propTypes2.default.number,\n} : {};
\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n"
open ? 1 : 0

transition: open ? _transitions2.default.easeOut('500ms', 'opacity', '100ms') :
  _transitions2.default.easeOut('400ms', 'opacity')

action: { color: actionColor, float: 'right',

marginTop: 6, marginRight: -16, marginLeft: desktopGutter, backgroundColor: 'transparent']

return styles, SnackBarBody = function SnackBarBody(props, context) {
  var var action = props.action, 
  var contentStyle = props.contentStyle, 
  var message = props.message, 
  var open = props.open, 
  var onClick = function onClick(e)
    return SnackBarBody

var SnackbarBody = function SnackbarBody(props, context) {
  var action = props.action, 
  var contentStyle = props.contentStyle, 
  var message = props.message, 
  var open = props.open, 
  var onActionClick = props.onActionClick, 
  var style = props.style, 

  prepareStyles: context.muiTheme.prepareStyles,
  getStyles: getStyles(props, context),

  actionButton = action && _react2.default.createElement(_FlatButton2.default, {
    style: styles.action,
    label: action,
    onClick: onActionClick
  });

  return _react2.default.createElement('div', (0, 

    style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))

  ),

  _react2.default.createElement('div', {

    style: prepareStyles((0, _simpleAssign2.default)(styles.content, contentStyle))
    
  },

  _react2.default.createElement('span', null, message), actionButton));

exports.SnackbarBody = SnackbarBody;
SnackbarBody.propTypes = process.env.NODE_ENV !== 'production' ? {
  /**
   * The label
   */
  action: _propTypes2.default.node,

  /**
   * Override the inline-styles of the content element.
   */
  contentStyle: _propTypes2.default.object,

  /**
   * The message to be displayed.
   */
  message: _propTypes2.default.node.isRequired,

  /**
   * Fired when the action button is clicked.
   */
  onActionClick: _propTypes2.default.func,

  /**
   * Controls whether the `SnackBar` is opened or not.
   */
  open: _propTypes2.default.bool.isRequired,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Width of the screen.
   */
  width: _propTypes2.default.number.isRequired,

  /**
   * @ignore
   * @param event Action button event.
   */
  onActionClick: _propTypes2.default.func
} : {};
SnackbarBody.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
exports.default = (0, _withWidth2.default)()(SnackbarBody);"
function initialize() {
  // Initialize any needed state or variables
  // ... (code not shown)
}

function handleResize() {
  // Handle resize event
  // ... (code not shown)
}
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```javascript
_react2.default.createElement('div', (0, _extends3.default)({
        style: prepareStyles((0, _simpleAssign2.default)(styles.tabItemContainer, tabItemContainerStyle))
      }, tabs),
    _react2.default.createElement('div', {
        style: prepareStyles((0, _simpleAssign2.default)(styles.inkBarContainer, inkBarContainerStyle))
      }, inkBar), _react2.default.createElement('div', {
        style: prepareStyles((0, _simpleAssign2.default)({}, contentContainerStyle)), className: contentContainerClassName
    }, tabContent));
  }
});

Tabs.defaultProps = {
  initialSelectedIndex: 0,
  onChange: function onChange() {}
};
Tabs.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
Tabs.propTypes = process.env.NODE_ENV !== "production" ? {
/**
 * Should be used to pass 'Tab' components.
 */
children: _propTypes2.default.node,

/**
 * The css class name of the root element.
 */
className: _propTypes2.default.string,

/**
 * The css class name
 * of the content's container.
 */
contentContainerClassName: _propTypes2.default.string,

/**
 * Override
 * the inline-styles
 * of the content's container.
 */
contentContainerStyle: _propTypes2.default.object,

/**
 * Specify initial visible tab index.
 */
initialSelectedIndex: _propTypes2.default.number,

/**
 * Override
 * the inline-styles
 * of the InkBar.
 */
inkBarStyle: _propTypes2.default.object,

/**
 * Override the inline-
 * styles of the InkBar container.
 */
inkBarchContainerStyle: _propTypes2.default.object,

/**
 * Called when the selected value change.
 */
onChange: _propTypes2.default.func,

/**
 * Override
 * the inline-styles
 * of the root element.
 */
style: _propTypes2.default.object,

/**
 * Override
 * the inline-styles
 * of the tab-labels container.
 */
tagItemContainerStyle: _propTypes2.default.object,

/**
 * Override the default
 * tab template used to wrap the content of each tab element.
 */
tabTemplate: _propTypes2.default.func,

/**
 * Override the inline-styles
 * of the tab template.
 */
tabTemplateStyle: _propTypes2.default.object,

/**
 * Makes Tabs controllable and selects the tab whose value prop matches this prop.
 */
value: _propTypes2.default.any
} : {};
exports.default = Tabs;
```

```javascript
'use strict';

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

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var styles = {
  width: '100%',
  position: 'relative',
  textAlign: 'initial'
};

var TabTemplate = function TabTemplate(_ref) {
  var children = _ref.children,
      selected = _ref.selected,
      style = _ref.style;
  var templateStyle = (0, _simpleAssign2.default)({}, styles, style);

  if (!selected) {
    templateStyle.height = 0;
    templateStyle.overflow = 'hidden';
  }

  return _react2.default.createElement('div', {
    style: templateStyle
  }, children);
};

TabTemplate.propTypes = process.env.NODE_ENV !== "production" ? {
  children: _propTypes2.default.node,
  selected: _propTypes2.default.bool,
  style: _propTypes2.default.object
} : {};
exports.default = TabTemplate;
```

```javascript
'use strict';

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

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');
```
_propTypes2 = _interopRequireDefault(_propTypes);

var _transitions = require('../styles/transitions');

var _transitions2 = _interopRequireDefault(_transitions);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };

function getStyles(props, context) {
  var _context$muiTheme = context.muiTheme,
      inkBar = _context$muiTheme.inkBar;
  return {
    root: {
      left: props.left,
      width: props.width,
      bottom: 0,
      display: 'block',
      backgroundColor: props.color || inkBar.backgroundColor,
      height: 2,
      marginTop: -2,
      position: 'relative',
      transition: _transitions2.default.easeOut('1s', isRtl ? 'right' : 'left')
    },
    inkBar: {
      backgroundColor: props.color || inkBar.backgroundColor,
      width: 1, 
      height: 2,
      margin: 0,
      position: 'absolute',
      left: props.left,
      top: props.top,
      transition: _transitions2.default.easeOut('1s', isRtl ? 'right' : 'left')
    }
  };
}

var InkBar = function (_Component) {
  (0, _inherits3.default)(InkBar, _Component);

  function InkBar() {
    (0, _classCallCheck3.default)(this, InkBar);
    return (0, _possibleConstructorReturn3.default)(this, (InkBar.__proto__ || (0, _getPrototypeOf2.default)(InkBar)).apply(this, arguments));
  }

  (0, _createClass3.default)(InkBar, [{
    key: 'render',
    value: function render() {
      var _context$muiTheme = context.muiTheme,
          baseTheme = _context$muiTheme.baseTheme,
          table = _context$muiTheme.table;
      return {
        root: {
          display: 'flex',
          alignItems: 'center',
          justifyContent: 'center',
          width: '100%',
          height: 'auto',
          overflow: 'auto',
          border: '1px solid #ccc'
        },
        table: {
          display: 'table',
          width: '100%',
          height: '100%',
          border: '1px solid #ccc'
        },
        cell: {
          display: 'table-cell',
          padding: '0 10px',
          border: '1px solid #ccc'
        },
        selectedCell: {
          background: '#f00',
          width: '100%',
          height: '100%',
          border: '1px solid #f00'
        },
        header: {
          display: 'table-header-group',
          background: '#eee',
          height: '40px',
          alignItems: 'center',
          borderBottom: '1px solid #ccc'
        },
        footer: {
          display: 'table-footer-group',
          background: '#eee',
          height: '40px',
          alignItems: 'center',
          borderBottom: '1px solid #ccc'
        }
      };
    }
  }]);

  return InkBar;
}(_react.Component);

InkBar.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

InkBar.propTypes = process.env.NODE_ENV !== "production" ? {
  color: _propTypes2.default.string,
  left: _propTypes2.default.string.isRequired,
  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,
  width: _propTypes2.default.string.isRequired
} : {};

exports.default = InkBar;
module.exports = class TimePickerDialog {
    constructor({ props: { bodyStyle, initialTime, onAccept, format, autoOk, okLabel, cancelLabel, style, minutesStep, ...other } }) {
        var styles = {
            root: {
                fontSize: 14,
                color: this.context.muiTheme.timePicker.clockColor
            },
            dialogContent: {
                width: 280
            },
            body: {
                padding: 0
            }
        };
        var actions = [
            _react.createElement(_FlatButton, {
                key: 0,
                label: cancelLabel,
                primary: true,
                onClick: this.handleClickCancel
            }),
            _react.createElement(_FlatButton, {
                key: 1,
                label: okLabel,
                primary: true,
                onClick: this.handleClickOK
            })
        ];
        var onClockChangeMinutes = autoOk === true ? this.handleClickOK : undefined;
        var open = this.state.open;
        return _react.createElement(_Dialog, {
            style: (0, _simpleAssign.default)(styles.root, style),
            bodyStyle: (0, _simpleAssign.default)(styles.body, bodyStyle),
            actions: actions,
            contentStyle: styles.dialogContent,
            repositionOnUpdate: false,
            open: open,
            onRequestClose: this.handleRequestClose
        }, open &&
        _react.createElement(_Clock, {
            ref: 'clock',
            format: format,
            initialTime: initialTime,
            onChangeMinutes: onClockChangeMinutes,
            minutesStep: minutesStep
        }));
    }
}
runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _TimeDisplay = require('./TimeDisplay');

var _TimeDisplay2 = _interopRequireDefault(_TimeDisplay);

var _ClockHours = require('./ClockHours');

var _ClockHours2 = _interopRequireDefault(_ClockHours);

var _ClockMinutes = require('./ClockMinutes');

var _ClockMinutes2 = _interopRequireDefault(_ClockMinutes);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var Clock = function (_Component) {
  (0, _inherits3.default)(Clock, _Component);

  function Clock() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, Clock);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Clock.__proto__ || (0, _getPrototypeOf2.default)(Clock)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      selectedTime: null,
      mode: 'hour',
      _this.setMode = function (mode) {
        setTimeout(function () {
          _this.setState({
            mode: mode
          });
        }, 100);
      },
      _this.handleChangeMinutes = function (minutes, finished) {
        var time = new Date(_this.state.selectedTime);
        time.setMinutes(minutes);
        _this.setState({
          selectedTime: time
        });
        if (finished) {
          setTimeout(function () {
            _this.setState({
              mode: 'minute'
            });
          }, 100);
          var onChangeMinutes = _this.props.onChangeMinutes;
          if (onChangeMinutes) {
            onChangeMinutes(time);
          }
        }
      },
      _this.handleChangeHours = function (hours, finished) {
        var time = new Date(_this.state.selectedTime);
        time.setHours(hours);
        _this.setState({
          selectedTime: time
        });
        if (finished) {
          setTimeout(function () {
            _this.setState({
              mode: 'minute'
            });
          }, 100);
          var onChangeHours = _this.props.onChangeHours;
          if (onChangeHours) {
            onChangeHours(time);
          }
        }
      },
      _this.handleChangeAffix = function (affix) {
        var hours = _this.state.selectedTime.getHours();
        if (affix === 'am') {
          _this.handleChangeHours(hours - 12, affix);
          return;
        }
        _this.handleChangeHours(hours + 12, affix);
      },
      _this.handleChangeTime = function (time, finished) {
        var _this = this;
        var onChangeTime = _this.props.onChangeTime;
        if (onChangeTime) {
          onChangeTime(time);
        }
      },
      _this.handleChangeMinMax = function (minutes, finished) {
        var time = new Date(_this.state.selectedTime);
        time.setMinutes(minutes);
        _this.setState({
          selectedTime: time
        });
        if (finished) {
          setTimeout(function () {
            _this.setState({
              mode: 'minute'
            });
          }, 100);
          var onChangeMinMax = _this.props.onChangeMinMax;
          if (onChangeMinMax) {
            onChangeMinMax(time);
          }
        }
      },
      _this.handleChangeMin = function (minutes, finished) {
        var time = new Date(_this.state.selectedTime);
        time.setMinutes(minutes);
        _this.setState({
          selectedTime: time
        });
        if (finished) {
          setTimeout(function () {
            _this.setState({
              mode: 'minute'
            });
          }, 100);
          var onChangeMin = _this.props.onChangeMin;
          if (onChangeMin) {
            onChangeMin(time);
          }
        }
      },
      _this.handleSelectMin = function (affix) {
        if (affix === _this.getAffix()) return;
        var hours = _this.state.selectedTime.getHours();
        if (affix === 'pm' && hours < 12) {
          _this.handleChangeHours(hours + 12, affix);
        } else {
          _this.handleChangeHours(hours - 12, affix);
        }
      },
      _this.handleSelectAffix = function (affix) {
        var hours = _this.state.selectedTime.getHours();
        if (affix === 'am') {
          _this.handleChangeHours(hours - 12, affix);
          return;
        }
        _this.handleChangeHours(hours + 12, affix);
      },
      _this.handleChangeAffix = function (affix) {
        var hours = _this.state.selectedTime.getHours();
        if (affix === 'am') {
          _this.handleChangeHours(hours - 12, affix);
          return;
        }
        _this.handleChangeHours(hours + 12, affix);
      },
      _this.handleChangeTime = function (time, finished) {
        var _this = this;
_this.handleUp = function (event) {
  event.preventDefault();
  _this.setClock(event.nativeEvent, true);
},

_this.handleMove = function (event) {
  event.preventDefault();
  _this.setClock(event.nativeEvent, false);
},

_this.handleTouchMove = function (event) {
  event.preventDefault();
  _this.setClock(event.changedTouches[0], false);
},

_this.handleTouchEnd = function (event) {
  event.preventDefault();
  _this.setClock(event.changedTouches[0], true);
},

(0, _possibleConstructorReturn3.default)(_this, _ret);

(0, _createClass3.default)(ClockHours, [
  {
    key: 'componentDidMount',
    value: function componentDidMount() {
      var clockElement = _reactDom2.default.findDOMNode(this.refs.mask);
      this.center = { x: clockElement.offsetWidth / 2, y: clockElement.offsetHeight / 2 };
      this.basePoint = { x: this.center.x, y: 0 };
    }
  },

  {
    key: 'isMousePressed',
    value: function isMousePressed(event) {
      if (typeof event.buttons === 'undefined') {
        return event.nativeEvent.which;
      }
      return event.buttons;
    }
  },

  {
    key: 'setClock',
    value: function setClock(event, finish) {
      if (typeof event.offsetX === 'undefined') {
        var offset = (0, _timeUtils.getTouchEventOffsetValues)(event);
        event.offsetX = offset.offsetX;
        event.offsetY = offset.offsetY;
      }
      var hours = this.getHours(event.offsetX, event.offsetY);
      if (finish) {
        this.props.onChange(hours, finish);
      }
    }
  },

  {
    key: 'getHours',
    value: function getHours(offsetX, offsetY) {
      var step = 30;
      var x = offsetX - this.center.x;
      var y = offsetY - this.center.y;
      var cx = this.basePoint.x - this.center.x;
      var cy = this.basePoint.y - this.center.y;
      var atan = Math.atan2(cx, cy) - Math.atan2(x, y);
      var deg = (0, _timeUtils.rad2deg)(atan);
      deg = Math.round(deg / step) * step;
      deg %= 360;
      var value = Math.floor(deg / step) || 0;
      var delta = Math.pow(x, 2) + Math.pow(y, 2);
      var distance = Math.sqrt(delta);
      var value = Math.ceil(12 / distance) || 12;
      if (this.props.format === '24hr') {
        if (distance < 90) {
          value += 12;
          value %= 24;
        }
      } else {
        value %= 12;
      }
      return value;
    }
  },

  {
    key: 'getSelected',
    value: function getSelected() {
      var hour = this.getSelected();
      if (this.props.format === 'ampm') {
        hour %= 12;
        hour = hour || 12;
      }
      return hour;
    }
  },

  {
    key: 'getHourNumbers',
    value: function getHourNumbers() {
      var _this2 = this;
      var style = {
        pointerEvents: 'none'
      };
      var hourSize = this.props.format === 'ampm' ? 12 : 24;
      var hours = [];
      for (var i = 1; i <= hourSize; i++) {
        hours.push(i % 24);
      }
      return hours.map(function (hour) {
        var isSelected = _this2.getSelected() === hour;
        return _react2.default.createElement(_ClockNumber2.default, {
          key: hour,
          style: style,
          isSelected: isSelected,
          type: 'hour',
          value: hour
        });
      });
    }
  },

  {
    key: 'render',
    value: function render() {
      var styles = {
        root: {
          height: '100%',
          width: '100%',
          borderRadius: '100%',
          position: 'relative',
          pointerEvents: 'none',
          boxSizing: 'border-box'
        },
        hitMask: {
          height: '100%',
          width: '100%',
          pointerEvents: 'auto'
        },
        var prepareStyles = this.contextmuiTheme.prepareStyles;
        var hours = this.getSelected();
        var numbers = this.getHourNumbers();
        var hasSelected = true;
        var style = prepareStyles(styles.root, '
        numbers, _react2.default.createElement('div', {
          ref: 'mask',
          style: styles.hitMask,
          onTouchMove: this.handleTouchMove,
          onTouchEnd: this.handleTouchEnd,
          onMouseUp: this.handleUp,
          onMouseMove: this.handleMove
        })});
        return this.ClockHours;
      }(_react.Component),
      (function applyMiddleware(
        ClockHours, defaultProps = {
        initialHours: new Date().getHours(),
        onChange: function onChange() {
          format: 'ampm'
        }
      })
      _ClockNumber, _ClockPointer, _ClockNumbers, _possibleConstructorReturn)();
      return _ClockNumbers;
Open Source Used In MSX SD-Branch Service Pack 4.0.0 1463

```javascript
var _interopRequireDefault = require('babel-runtime/helpers/interopRequireDefault');

var _possibleConstructorReturn = require('babel-runtime/helpers/possibleConstructorReturn');

var _inherits = require('babel-runtime/helpers/inherits').default;

var _react = require('react');

var _propTypes = require('prop-types');

var _ClockNumber = require('./ClockNumber');

var _ClockPointer = require('./ClockPointer');

var _timeUtils = require('./timeUtils');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var ClockMinutes = function (_Component) {
  (0, _inherits(ClockMinutes, _Component));

  function ClockMinutes() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck(_this, ClockMinutes);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn(_this, (_ref = ClockMinutes.__proto__ || (0, _getPrototypeOf)(ClockMinutes)).call.apply(_ref, [this].concat(args)))), _this), _this.handleUp = function (event) {
      event.preventDefault();

      _this.setClock(event.nativeEvent, true);
    }, _this.handleMove = function (event) {
      event.preventDefault();

      if (_this.isMousePressed(event) !== 1) {
        return;
      }

      _this.setClock(event.nativeEvent, false);
    }, _this.handleTouch = function (event) {
      event.preventDefault();

      _this.setClock(event.changedTouches[0], event.type === 'touchend');
    }, (0, _possibleConstructorReturn(_this, _ret)), (0, _Component).default.ClockMinutes, ({}
    key: 'componentDidMount',
    value: function componentDidMount() {
      var clockElement = this.refs.mask;

      this.center = {
        x: clockElement.offsetWidth / 2,
        y: clockElement.offsetHeight / 2
      };

      this.basePoint = {
        x: this.center.x,
        y: 0
      };

      this.props.onChange(minutes, finish);
    }
  },

  (0, _createClass(ClockMinutes, [{
    key: 'isMousePressed',
    value: function isMousePressed(event) {
      if (typeof event.buttons === 'undefined') {
        return event.nativeEvent.which;
      }

      return event.buttons;
    }
  }, { key: 'setClock',
    value: function setClock(event, finish) {
      if (typeof event.offsetX === 'undefined') {
        var offset = (0, _timeUtils.getTouchEventOffsetValues)(event);
        event.offsetX = offset.offsetX;
        event.offsetY = offset.offsetY;
      }

      var minutes = this.getMinutes(event.offsetX, event.offsetY);

      this.props.onChange(minutes, finish);
    }
  }, { key: 'getMinutes',
    value: function getMinutes(offsetX, offsetY) {
      var step = 6 * this.props.step;
      var x = offsetX - this.center.x;
      var y = offsetY - this.center.y;
      var cx = this.basePoint.x - this.center.x;
      var cy = this.basePoint.y - this.center.y;
      var atan = Math.atan2(cx, cy) - Math.atan2(x, y);
      var deg = (0, _timeUtils.rad2deg)(atan);
      deg = Math.round(deg / step) * step;
      deg %= 360;
      var value = Math.floor(deg / step) || 0;
      return value * this.props.step;
    }
  }, { key: 'getMinuteNumbers',
    value: function getMinuteNumbers() {
      var minutes = [];

      for (var i = 0; i < 12; i++) {
        minutes.push(i * 5);
      }

      var selectedMinutes = this.props.initialMinutes;
      var hasSelected = false;
      var numbers = minutes.map(function (minute) {
        var isSelected = selectedMinutes === minute;

        if (isSelected) {
          hasSelected = true;
        }

        return _react.createElement(_ClockNumber, {
          key: minute,
          isSelected: isSelected,
          type: 'minute',
          value: minute
        });
      });
      return {
        numbers: numbers,
        hasSelected: hasSelected,
        selected: selectedMinutes
      };
    }
  }, { key: 'render',
    value: function render() {
      var styles = {
        root: {
          height: '100%',
          width: '100%',
          borderRadius: '100%',
          position: 'relative',
          pointerEvents: none,
          boxSizing: border-box
        },

        hitMask: {
          height: '100%',
          width: '100%',
          pointerEvents: auto
        }
      };

      var prepareStyles = this.context.muiTheme.prepareStyles;
      var minutes = this.getMinuteNumbers();
      var var selectedMinutes = this.props.initialMinutes;
      var hasSelected = false;
      var var numbers = minutes.map(function (minute) {
        var var isSelected = selectedMinutes === minute;
        if (isSelected) {
          hasSelected = true;
        }

        return _react.createElement(_ClockNumber, {
          key: minute,
          isSelec
this.handleTouch,
        onMouseUp: this.handleUp,
        onMouseMove: this.handleMove
      });
    }
  }
}

return ClockMinutes;
}

// React component
function (props, context) {
  var styles = getStyles(props, context);
  return (null
    <MuiThemeProvider muiTheme={context.muiTheme}>
      <Paper>
        <EnhancedSwitch>
          <SwitchElement>
            <TouchElement>
              <ThumbElement>
                <LabelElement>
                  <RippleElement>
                    <TrackElement>
                      <Thumb WhenSwitched={props.toggleOnColor} />
                      <Thumb WhenDisabled={props.toggleOffColor} />
                    </TrackElement>
                  </RippleElement>
                </LabelElement>
              </Thumb Element>
            </Touch Element>
          </Switch Element>
        </Enhanced Switch>
      </Paper>
    </MuiTheme Provider>
  );
}

ClockMinutes.defaultProps = {
  initialMinutes: new Date().getMinutes(),
  onChange: function onChange() {},
  step: 1
};

ClockMinutes.contextTypes = {
  muiTheme: _propTypes.object.isRequired
};

ClockMinutes.propTypes = process.env.NODE_ENV !== 'production' ? {
  initialMinutes: _propTypes.number,
  onChange: _propTypes.func,
  step: _propTypes.number
} : {};

exports.default = ClockMinutes;
Open Source Used In MSX SD-Branch Service Pack 4.0.0

(_Component) {n (0, _inherits3.default)(Toggle, _Component);n function Toggle() {n var _ref1;n var _temp1, _this1, _ret1;n (0, _classCallCheck3.default)(this, Toggle);n for (var _len1 = arguments.length, args1 = Array(_len1), _key1 = 0; _key1 < _len1; _key1++) {n args1[_key1] = arguments[_key1];n }n return _ret1 = (_temp1 = (0, _possibleConstructorReturn3.default)(this, (_ref = Toggle._proto__ || (0, _getPrototypeOf2.default)(Toggle)).call.apply(_ref, [this].concat(args1))), _this1), _this1.state = {n switched: false1 }, _this1.handleStateChange = function (newSwitched) {n _this1.setState({n _this1.props.onToggleToggleValue ? _this1.handleStateChange(newSwitched) : true1 })};n _this1.handleToggle = function (event, isInputChecked) {n if (_this1.props.onToggle !== null) {n _this1.props.onToggleToggleValue ? _this1.handleStateChange(newSwitched) : true1 })};n return Toggle;
}(_react.Component);

Toggle.defaultProps = {
  defaultToggled: false,
  disabled: false,
  labelPosition: 'left'
};
Toggle.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
Toggle.propTypes = process.env.NODE_ENV !== "production" ? {
/**
 * Determines whether the Toggle is initially turned on.
 * **Warning:** This cannot be used in conjunction with `toggled`.
 * Decide between using a controlled or uncontrolled input element and remove one of these props.
 * More info: https://fb.me/react-controlled-components
 */
  defaultToggled: _propTypes2.default.bool,

  /**
   * Callback function that is fired when the toggle switch is toggled.
   * @param {object} event Change event targeting the toggle.
   * @param {bool} isInputChecked
   */
  onToggle: _propTypes2.default.func
};
the toggle. */

/**
 * Override style of ripple.
 */
*rippleStyle: _propTypes.default.object,
/**
 * Override the inline-styles of the root element.
 */
style: _propTypes.default.object,
/**
 * Override style for thumb.
 */
thumbStyle: _propTypes.default.object,
/**
 * Override the inline styles for thumb when the toggle switch is toggled on.
 */
thumbSwitchedStyle: _propTypes.default.object,
/**
 * Toggled if set to true.
 */
isToggled: _propTypes.default.bool,
/**
 * Override style for track.
 */
trackStyle: _propTypes.default.object,
/**
 * Override the inline-styles of the root element.
 */
trackSwitchedStyle: _propTypes.default.object
} : {};
exports.default = Toggle;

const _extends2 = require('babel-runtime/helpers/extends');

const _extends3 = _interopRequireDefault(_extends2);

const _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

const _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

const _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

const _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

const _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

const _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

const _createClass2 = require('babel-runtime/helpers/createClass');

const _createClass3 = _interopRequireDefault(_createClass2);

const _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

const _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

const _inherits2 = require('babel-runtime/helpers/inherits');

const _inherits3 = _interopRequireDefault(_inherits2);

const _simpleAssign = require('simple-assign');

const _simpleAssign2 = _interopRequireDefault(_simpleAssign);

const _react = require('react');

const _react2 = _interopRequireDefault(_react);

const _propTypes = require('prop-types');

const _propTypes2 = _interopRequireDefault(_propTypes);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context) {
  var noGutter = props.noGutter;
  var _context$muiTheme = context.muiTheme,
      baseTheme = _context$muiTheme.baseTheme,
      toolbar = _context$muiTheme.toolbar;
  return {
    root: {
      boxSizing: 'border-box',
      WebkitTapHighlightColor: 'rgba(0,0,0,0)',
      // Remove mobile color flashing (deprecated)
      backgroundColor: toolbar.backgroundColor,
      height: toolbar.height,
      padding: noGutter ? 0 : baseTheme.spacing.desktopGutter + 'px',
      display: 'flex',
      justifyContent: 'space-between',
    }
  }
}

var Toolbar = function (_Component) {
  (0, _inherits3.default)(Toolbar, _Component);

  function Toolbar() {
    (0, _classCallCheck3.default)(this, Toolbar);
    return (0, _possibleConstructorReturn3.default)(this, (Toolbar.__proto__ || (0, _getPrototypeOf2.default)(Toolbar)).apply(this, arguments));
  }

  (0, _createClass3.default)(Toolbar, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          children = _props.children,
          className = _props.className,
          noGutter = _props.noGutter,
          style = _props.style,
          other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className', 'noGutter', 'style']);
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var styles = prepareStyles(this.props, context) || ({});
      return Toolbar.call(this, Toolbar) || (0, _createClass3.default)(this, Toolbar); || (0, _possibleConstructorReturn3.default)(this, Toolbar) || (0, _possibleConstructorReturn3.default)(Toolbar, Toolbar); || (0, _getPrototypeOf2.default)(Toolbar).apply(this, arguments));
    }
  }]);
  return Toolbar;
}(_react.Component);

Toolbar.defaultProps = {
  noGutter: false
};
Toolbar.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
Toolbar.propTypes = process.env.NODE_ENV !== "production" ? {
/**
 * Can be a \`ToolbarGroup\` to render a group of related items.\n */
children: _propTypes.default.node,
/**
 * The css class name of the root element.\n */
className: _propTypes.default.string,
/**
 * Do not apply `desktopGutter` to the `Toolbar`.\n */
noGutter: _propTypes.default.bool,
/**
 * Override the inline-styles of the root element.\n */
style: _propTypes.default.object,
/**
 * Override the inline styles for thumb when the toggle switch is toggled on.\n */
thumbSwitchedStyle: _propTypes.default.object,
/**
 * Toggled if set to true.\n */
isToggled: _propTypes.default.bool,
/**
 * Override style for track.\n */
trackStyle: _propTypes.default.object
} : {};
exports.default = Toolbar;
root[\'_core-js_shared\_\'];
module.exports = coreJsData;

/**
 * Gets the value at `key` of `object`.
 *
 * @private
 * @param {Object} [object] The object to query.
 * @param {string} key The key of the property to get.
 * @returns {*} Returns the property value.
 */
function getValue(object, key) {
  return object == null ? undefined : object[key];
}

module.exports = getValue;

var constant = require('./constant'),
    defineProperty = require('./_defineProperty'),
    identity = require('./identity');

/**
 * The base implementation of `_.isArguments`.
 *
 * @private
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is an `arguments` object,
 * else returns `false`.
 */

function baseIsArguments(value) {
  return isObjectLike(value) && baseGetTag(value) == argsTag;
}

module.exports = baseIsArguments;

/**
 * This method returns `false`.
 *
 * @static
 * @memberOf _
 * @since 4.13.0
 * @category Util
 * @returns {boolean} Returns `false`.
 *
 * @example
 * 
 * _.times(2, _.stubFalse);
 * // => [false, false]
 */
function stubFalse() {
  return false;
}

module.exports = stubFalse;

var baseGetTag = require('./_baseGetTag'),
    isObjectLike = require('./isObjectLike');

/**
 * The base implementation of `_.isTypedArray` without Node.js optimizations.
 *
 * @private
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.
 */

function baseIsTypedArray(value) {
  return isObjectLike(value) && isLength(value.length) && !!typedArrayTags[baseGetTag(value)];
}

module.exports = baseIsTypedArray;

var isPrototype = require('./_isPrototype'),
    nativeKeys = require('./_nativeKeys');

/**
 * This method returns `false`.
 *
 * @static
 * @memberOf _
 * @since 4.13.0
 * @category Util
 * @returns {boolean} Returns `false`.
 *
 * @example
 * 
 * _.times(2, _.stubFalse);
 * // => [false, false]
 */
function stubFalse() {
  return false;
}

module.exports = stubFalse;
Used for built-in method references. *\n\n\nvar objectProto = Object.prototype;\n** Used to check objects for own properties. *\n\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n**\n
```
\n\nvar objectProto = Object.prototype;
/** Used to check objects for own
```

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@param {Function} func The function to have its output memoized.
* @returns {Function} Returns the new memoized function.

function memoizeCapped(func) {
  var result = memoize(func, function (key) {
    var MapCache = require('./_MapCache');
    if (cache.size === MAX_MEMOIZE_SIZE) {
      cache.clear();
    }
    return result.cache
  });
  return result;
}

var MapCache = require('./_MapCache');
module.exports = memoizeCapped;

function memoizeCapped(func) {
  var result = memoize(func, function (key) {
    return result.cache
  });
  return result;
}

module.exports = memoizeCapped;

var Map = require('./_Map');
/**
 * Removes all key-value entries from the map.
 *
 * @private
 * @name clear
 * @memberOf Map
 */

function mapCacheClear() {
  this.size = 0;
  this.__data__ = {
    'hash': new Hash(),
    'map': new Map(),
    'string': new Hash()
  };
}

module.exports = mapCacheClear;

var Hash = require('./_Hash'),
    ListCache = require('./_ListCache'),
    Map = require('./_Map');
/**
 * Creates a hash object.
 *
 * @private
 * @constructor
 * @param {Array}[entries] The key-value pairs to cache.
 */

function Hash(entries) {
  var index = -1,
      length = entries == null ? 0 : entries.length;
  this.clear();

  while (++index < length) {
    var entry = entries[index];
    this.set(entry[0], entry[1]);
  }
} // Add methods to `Hash`.

Hash.prototype.clear = hashClear;
Hash.prototype['delete'] = hashDelete;
Hash.prototype.get = hashGet;
Hash.prototype.has = hashHas;
Hash.prototype.set = hashSet;
module.exports = Hash;
function hashGet(key) {
  var data = this.__data__;

  if (nativeCreate) {
    var result = data[key];
    return result === HASH_UNDEFINED ? undefined : result;
  }

  return hasOwnProperty.call(data, key) ? data[key] : undefined;
}

module.exports = hashGet;
mapCacheGet;","var getMapData = require('./_getMapData');\n**\n* Checks if a map value for ‘key’ exists.\n* @param {string} key The key of the entry to check.\n* @returns {boolean} Returns ‘true’ if an entry for ‘key’ exists, else ‘false’.\n* function mapCacheHas(key) {\n  \n  if (\n    (typeof mapCacheSet === 'function') \n    && (mapCacheSet.length === 3) \n    && (mapCacheSet[0] === this) \n    && (mapCacheSet[1] === key) \n    && (mapCacheSet[2] === value) \n    \n    return getMapData(this, key).has(key);\n  \n  }\n}

module.exports = mapCacheHas;","var getMapData = require('./_getMapData');\n**\n* Sets the map ‘key’ to ‘value’.\n* @param {string} key The key of the value to set.\n* @returns {Object} Returns the map cache instance.\n* var data = getMapData(this, key),\n* data.size = data.size;\n* data.set(key, value);\n* return this;\n* module.exports = mapCacheSet;","var baseToString = require('./_baseToString');\n**\n* Converts ‘value’ to a string. An empty string is returned for ‘null’ * and ‘undefined’ values. The sign of ‘-0’ is preserved.\n* function mapCacheSet(key, value) {
  \n  var data = getMapData(this, key),\n  size = data.size;\n  data.set(key, value);\n  this.size += data.size == size ? 0 : 1;\n  return this;\n* module.exports = mapCacheSet;","var Symbol = require('./_Symbol'),
    arrayMap = require('./_arrayMap'),
    isArray = require('./isArray');
/**
 * The base implementation of `_.toString` which doesn’t convert nullish\n * values to empty strings.\n * @param {*} value The value to process.\n * @returns {string} Returns the string.\n */

function baseToString(value) {
  // Exit early for strings to avoid a performance hit in some environments.\n  if (typeof value == 'string') {
    return value;
  }

  if (isArray(value)) {
    // Recursively convert values (susceptible to\n    // call stack limits).\n    return arrayMap(value, baseToString) + '';
  }

  if (isSymbol(value)) {
    return symbolToString ? symbolToString.call(value) : '';
  }

  var result = value + '';
  return result == '0' && 1 / value == -INFINITY ? '-0' : result;
}

module.exports = baseToString;","var baseAssign = require('./_baseAssign'),
    baseCreate = require('./_baseCreate');
/**
 * Creates an object that inherits from the `prototype` object. If a\n * `properties` object is given, its own enumerable\n * string keyed properties\n * are assigned to the created object.\n * \n * function create(prototype, properties) {
 *   \n *   var result = baseCreate(prototype);\n *   baseCreate = require('./_baseCreate');\n *   return result;\n * }

function create(prototype, properties) {
  var result = baseCreate(prototype);\n  baseCreate = require('./_baseCreate');\n  \n  return result;
}
* _defaults({ 'a': 1 }, { 'b': 2 }, { 'a': 3 });

var **defaults =** baseRest(function (object, sources) { **
  var object = Object(object);
  var index = -1;
  var length = sources.length;
  if (guard && isIterateeCall(sources[0], sources[1], guard)) { **
    var length = 1; **
  }

  while (++index < length) { **
    var source = sources[index];
    var props = keysIn(source);
    var propsIndex = -1;
    var propsLength = props.length;

    while (++propsIndex < propsLength) { **
      var key = props[propsIndex];
      var value = object[key];
      if (value === undefined || eq(value, objectProto[key]) && !hasOwnProperty.call(object, key)) { **
        objValue **
      }
    }
  }

  return object;
});

module.exports = defaults;

var **apply =** require('./_apply'), **
    **baseRest = require('./_baseRest'), **
    **customDefaultsMerge = require('./_customDefaultsMerge'), **
    **mergeWith = require('./mergeWith'); **
/**
 * This method is like `_.defaults` except that it recursively assigns `null` default properties.
 * **Note:** This method mutates the destination object.
 * The source objects are passed thru.
 * The destination object.
 * The source objects.
 * Returns the object.
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 * `Object` objects that are passed thru.
 * `Object` objects that are passed thru.
 * Returns the value to assign.
isArrayLikeObject = require('./isArrayLikeObject'),\n isBuffer = require('./isBuffer'),\n isFunction =
require('./isFunction'),\n isObject = require('./isObject'),\n isPlainObject = require('./isPlainObject'),\n
isTypedArray = require('./isTypedArray'),\n safeGet = require('./_safeGet'),\n toPlainObject =
require('./toPlainObject');\n/**\n * A specialized version of `baseMerge` for arrays and objects which performs\n *
deep merges and tracks traversed objects enabling objects with circular\n * references to be merged.\n *\n *
@private\n * @param {Object} object The destination object.\n * @param {Object} source The source object.\n *
@param {string} key The key of the value to merge.\n * @param {number} srcIndex The index of `source`.\n *
@param {Function} mergeFunc The function to merge values.\n * @param {Function} [customizer] The function
to customize assigned values.\n * @param {Object} [stack] Tracks traversed source values and their merged\n *
counterparts.\n */\n\n\nfunction baseMergeDeep(object, source, key, srcIndex, mergeFunc, customizer, stack) {\n
var objValue = safeGet(object, key),\n
srcValue = safeGet(source, key),\n
stacked = stack.get(srcValue);\n\n
if (stacked) {\n assignMergeValue(object, key, stacked);\n return;\n }\n\n var newValue = customizer ?
customizer(objValue, srcValue, key + '', object, source, stack) : undefined;\n var isCommon = newValue ===
undefined;\n\n if (isCommon) {\n var isArr = isArray(srcValue),\n
isBuff = !isArr && isBuffer(srcValue),\n
isTyped = !isArr && !isBuff && isTypedArray(srcValue);\n newValue = srcValue;\n\n if (isArr || isBuff ||
isTyped) {\n
if (isArray(objValue)) {\n
newValue = objValue;\n
} else if (isArrayLikeObject(objValue))
{\n
newValue = copyArray(objValue);\n
} else if (isBuff) {\n
isCommon = false;\n
newValue =
cloneBuffer(srcValue, true);\n
} else if (isTyped) {\n
isCommon = false;\n
newValue =
cloneTypedArray(srcValue, true);\n
} else {\n
newValue = [];\n
}\n } else if (isPlainObject(srcValue) ||
isArguments(srcValue)) {\n
newValue = objValue;\n\n
if (isArguments(objValue)) {\n
newValue =
toPlainObject(objValue);\n
} else if (!isObject(objValue) || isFunction(objValue)) {\n
newValue =
initCloneObject(srcValue);\n
}\n } else {\n
isCommon = false;\n }\n }\n\n if (isCommon) {\n //
Recursively merge objects and arrays (susceptible to call stack limits).\n stack.set(srcValue, newValue);\n
mergeFunc(newValue, srcValue, srcIndex, customizer, stack);\n stack['delete'](srcValue);\n }\n\n
assignMergeValue(object, key, newValue);\n}\n\nmodule.exports = baseMergeDeep;","var copyObject =
require('./_copyObject'),\n keysIn = require('./keysIn');\n/**\n * Converts `value` to a plain object flattening
inherited enumerable string\n * keyed properties of `value` to own properties of the plain object.\n *\n * @static\n *
@memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to convert.\n * @returns
{Object} Returns the converted plain object.\n * @example\n *\n * function Foo() {\n * this.b = 2;\n * }\n *\n *
Foo.prototype.c = 3;\n *\n * _.assign({ 'a': 1 }, new Foo);\n * // => { 'a': 1, 'b': 2 }\n *\n * _.assign({ 'a': 1 },
_.toPlainObject(new Foo));\n * // => { 'a': 1, 'b': 2, 'c': 3 }\n */\n\n\nfunction toPlainObject(value) {\n return
copyObject(value, keysIn(value));\n}\n\nmodule.exports = toPlainObject;","module.exports =
require('./toPairs');","var arrayMap = require('./_arrayMap');\n/**\n * The base implementation of `_.toPairs` and
`_.toPairsIn` which creates an array\n * of key-value pairs for `object` corresponding to the property names of
`props`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array} props The
property names to get values for.\n * @returns {Object} Returns the key-value pairs.\n */\n\n\nfunction
baseToPairs(object, props) {\n return arrayMap(props, function (key) {\n return [key, object[key]];\n
});\n}\n\nmodule.exports = baseToPairs;","var getNative = require('./_getNative'),\n root = require('./_root');\n/*
Built-in method references that are verified to be native. */\n\n\nvar DataView = getNative(root,
'DataView');\nmodule.exports = DataView;","var getNative = require('./_getNative'),\n root = require('./_root');\n/*
Built-in method references that are verified to be native. */\n\n\nvar Promise = getNative(root,
'Promise');\nmodule.exports = Promise;","var getNative = require('./_getNative'),\n root = require('./_root');\n/*
Built-in method references that are verified to be native. */\n\n\nvar WeakMap = getNative(root,
'WeakMap');\nmodule.exports = WeakMap;","/**\n * Converts `set` to its value-value pairs.\n *\n * @private\n *
@param {Object} set The set to convert.\n * @returns {Array} Returns the value-value pairs.\n */\nfunction
setToPairs(set) {\n var index = -1,\n
result = Array(set.size);\n set.forEach(function (value) {\n
result[++index] = [value, value];\n });\n return result;\n}\n\nmodule.exports = setToPairs;","module.exports =
require('./toPairsIn');","module.exports = require('./assignIn');","module.exports = require('./assignInWith');","var

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baseFindKey = require('./_baseFindKey'),
    baseForOwn = require('./_baseForOwn'),
    baseIteratee = require('./_baseIteratee');
/**
 * This method is like `_.find` except that it returns the key of the first
 * element `predicate` returns truthy for instead of the element itself.
 */


function findKey(object, predicate) {
  return baseFindKey(object, baseIteratee(predicate, 3), baseForOwn);
}

module.exports = findKey;

var baseIsMatch = require('./_baseIsMatch'),
    getMatchData = require('./_getMatchData'),
    matchesStrictComparable = require('./_matchesStrictComparable');
/**
 * The base implementation of `_.matches` without support for iteratee shorthands.
 *
 * @private
 * @param {Object} source The object of property values to match.
 * @returns {Function} Returns the new spec function.
 */


function baseMatches(source) {
  var matchData = getMatchData(source);

  if (matchData.length == 1 && matchData[0][2]) {
    return matchesStrictComparable(matchData[0][0], matchData[0][1]);
  }

  return function (object) {
    return object !== source || baseIsMatch(object, source, matchData);
  };
}

module.exports = baseMatches;

var Stack = require('./_Stack'),
    baseIsEqual = require('./_baseIsEqual');
/** Used to compose bitmasks for value
 * comparisons. */


var COMPARE_PARTIAL_FLAG = 1,
    COMPARE_UNORDERED_FLAG = 2;
/**
 * A specialized version of `_.isEqual` for arrays and objects which performs
 * deep comparisons and tracks traversed objects enabling objects with circular
 * references to be compared.
 */


var isEqual = require('./isEqual'),
    isEqualByTag = require('./_isEqualByTag'),
    isBuffer = require('./isBuffer'),
    isTypedArray = require('./isTypedArray');
/**
 * The base implementation of `_.isEqual` without support for iteratee shorthands.
 */


function baseIsEqual(object, other, bitmask, customizer, stack) {
  var isPartial = bitmask & COMPARE_PARTIAL_FLAG,
      isUnordered = bitmask & COMPARE_UNORDERED_FLAG,
      isStacked = isPartial || isUnordered;

  object = Object(object);
  other = Object(other);

  if (object === other) return true;

  if (isPartial || isUnordered)
    var stackTag = [object, other],
        stack = new Stack();

  if (customizer)
    var result = customizer(isEqual, isEqualByTag, isBuffer, isTypedArray, result);
function getMatchData(object) {
  var result = keys(object),
      length = result.length;

  while (length--)
    var key = result[length],
        value = object[key];
  result[length] = [key, value, isStrictComparable(value)];

  return result;
}

module.exports = getMatchData;
comparisons. var COMPARE_PARTIAL_FLAG = 1,
COMPARE_UNORDERED_FLAG = 2;


var COMPARE_PARTIAL_FLAG = 1,
    COMPARE_UNORDERED_FLAG = 2;
/**
 *
 * The base implementation of `_.matchesProperty` which doesn't clone `srcValue`.
 * @private
 * @param {string} path The path of the property to get.
 * @param {*|null} [srcValue] The value to match.
 * @returns {Function} Returns the new specified function.
 */

var COMPARE_PARTIAL_FLAG = 1,
    COMPARE_UNORDERED_FLAG = 2;
/**
 *
 * The base implementation of `_.hasIn` without support for deep paths.
 * @private
 * @param {Object} object The object to query.
 * @param {Array|string} path The path to check.
 * @returns {boolean} Returns `true` if `path` exists, else `false`.
 */

function baseHasIn(object, key) {
  return object != null && key in Object(object);
}

module.exports = baseHasIn;

var baseProperty = require('./_baseProperty'),
    basePropertyDeep = require('./_basePropertyDeep'),
    isKey = require('./_isKey'),
    toKey = require('./_toKey');
/**
 * Creates a function that returns the value at `path` of a given object.
 * @param {Array|string} path The path of the property to get.
 * @returns {Function} Returns the new accessor function.
 * @example
 *
 * var objects = [
 *   { 'a': { 'b': 2 } },
 *   { 'a': { 'b': 1 } }
 * ];
 *
 * _.map(objects, _.property('a.b'));
 * // => [1, 2]
 */

function property(path) {
  return isKey(path) ? baseProperty(toKey(path)) : basePropertyDeep(path);
}

module.exports = property;

var baseGet = require('./_baseGet');
/**
 * A specialized version of `baseProperty` which supports deep paths.
 * @private
 * @param {Array|string} path The path of the property to get.
 * @returns {Function} Returns the new accessor function.
 */

function basePropertyDeep(path) {
  return function (object) {
    return baseGet(object, path);
  };
}

module.exports = basePropertyDeep;

var baseFindKey = require('./_baseFindKey'),
    baseForOwnRight = require('./_baseForOwnRight'),
    baseIteratee = require('./_baseIteratee');
/**
 * This method is like `_.findKey` except that it iterates over elements of
 * a collection in the opposite order.
 * @param {Object} object The object to inspect.
 * @param {Function} [predicate=_.identity] The function invoked per iteration.
 * @returns {Array} Returns the keys of the matched element.
 * @example
 *
 * function Foo() {
 *   this.a = 1;
 *   this.b = 2;
 * }
 *
 * var arr = [{ 'b': 2 }, { 'a': { 'b': 1 } }];
 *
 * _.forIn(arr, function(value, key) {
 *   console.log(key);
 * });
 * // => Logs 'b', then 'a'
 */

function forIn(object, iteratee) {
  return object == null ? object : baseFor(object,
    castFunction(iteratee, 3), keysIn);
}

module.exports = forIn;

var baseForRight = require('./_baseForRight'),
    castFunction = require('./_castFunction'),
    keysIn = require('./keysIn');
/**
 * This method is like `_.forIn` except that it iterates over own and inherited enumerable
 * string keyed properties of an object and invokes `iteratee` for each
 * property.
 * The iteratee is invoked per iteration.
 * @param {Object} object The object to iterate over.
 * @param {Function} [iteratee=_.identity] The function invoked per iteration.
 * @returns {Array} Returns the keys of the matched element.
 * @example
 *
 * var user = { 'name': 'fred', 'age': 40, 'active': false, 'email': 'fred@fred.com' };
 *
 * _.forOwn(user, function(value, key) {
 *   console.log(key);
 * });
 * // => Logs 'age', 'active', 'email', then 'name'
 */

function forOwn(object, iteratee) {
  return object == null ? object : baseForRight(object,
    castFunction(iteratee, 3), keysIn);
}

module.exports = forOwn;

var baseForOwn = require('./_baseForOwn'),
    baseForInRight = require('./_baseForInRight'),
    baseGetIn = require('./_baseGetIn'),
    baseMap = require('./_baseMap'),
    baseMapIn = require('./_baseMapIn'),
    baseMerge = require('./_baseMerge'),
    baseRest = require('./_baseRest');
/**
 * This method is like `_.forOwn` except that it iterates over own and inherited enumerable
 * string keyed properties of an object and invokes `iteratee` for each
 * property.
 * The iteratee is invoked per iteration.
 * @param {Object} object The object to iterate over.
 * @param {Function} [iteratee=_.identity] The function invoked per iteration.
 * @returns {Object} Returns the new object.
 * @example
 *
 * var user = { 'name': 'fred', 'age': 40, 'active': false, 'email': 'fred@fred.com' };
 *
 * _.forOwn(user, function(value, key) {
 *   console.log(key);
 * });
 * // => Logs 'age', 'active', 'email', then 'name'
 */

function forOwnRight(object, iteratee) {
  return object == null ? object : baseForOwnRight(object,
    castFunction(iteratee, 3), baseGetIn,
    baseMapIn, baseMerge, baseRest, keysIn);
}

module.exports = forOwnRight;

var basePropertyDeep = require('./_basePropertyDeep'),
    isKey = require('./_isKey'),
    toKey = require('./_toKey');
/**
 * Creates a function that returns the value at `path` of a given object.
 * @param {Array|string} path The path of the property to get.
 * @returns {Function} Returns the new accessor function.
 * @example
 *
 * var objects = [{ 'a': { 'b': 2 } }, { 'a': { 'b': 1 } }];
 *
 * _.map(objects, _.property('a.b'));
 * // => [2, 1]
 */

function property(path) {
  return isKey(path) ? baseProperty(toKey(path)) : basePropertyDeep(path);
}

module.exports = property;
The function invoked per iteration.

```
\n@returns {Object} Returns `object`.
\n@example
\nfunction Foo() { \n  this.a = 1; \n  this.b = 2; \n} \n\n\nfunction forInRight(object, iteratee) { \n  return object == null ? object : \n  \n  @memberOf { _ \n  \n  @category Object \n  \n  @param { Object} object The object to iterate over.
  \n  // => Logs `a` then `b` (iteration order is not guaranteed).
```

```
var baseForOwn = require('./_baseForOwn'),
  castFunction = require('./_castFunction');

function forInRight(object, iteratee) {
  return object == null ? object :
  baseForRight(object, castFunction(iteratee), keysIn);
}

module.exports = forInRight;
```

```
var baseForOwn = require('./_baseForOwn'),
    castFunction = require('./_castFunction');

function forInRight(object, iteratee) {
  return object == null ? object :
  baseForRight(object, castFunction(iteratee), keysIn);
}

module.exports = forInRight;
```
require('./_copyObject'), keysIn = require('./keysIn');

/**
 * The base implementation of `_.assignIn` without support for multiple sources.
 * @private
 * @param {Object} object The destination object.
 * @param {Object} source The source object.
 * @returns {Object} Returns `object`.
 */

function baseAssignIn(object, source) {
  return object && copyObject(source, keysIn(source), object);
}

module.exports = baseAssignIn;

var copyObject = require('./_copyObject'),
    getSymbols = require('./_getSymbols');
/**
 * Copies own symbols of `source` to `object`.
 * @private
 * @param {Object} source The object to copy symbols from.
 * @param {Object} [object={}] The object to copy symbols to.
 * @returns {Object} Returns `object`.
 */

function copySymbols(source, object) {
  return copyObject(source, getSymbols(source), object);
}

module.exports = copySymbols;

var copyObject = require('./_copyObject'),
    getSymbolsIn = require('./_getSymbolsIn');
/**
 * Copies own and inherited symbols of `source` to `object`.
 * @private
 * @param {Object} source The object to copy symbols from.
 * @param {Object} [object={}] The object to copy symbols to.
 * @returns {Object} Returns `object`.
 */

function copySymbolsIn(source, object) {
  return copyObject(source, getSymbolsIn(source), object);
}

module.exports = copySymbolsIn;

/** Used for built-in method references. */
var objectProto = Object.prototype;
/** Used to check objects for own properties. */
var hasOwnProperty = objectProto.hasOwnProperty;
/**
 * Initializes an array clone.
 * @private
 * @param {Array} array The array to clone.
 * @returns {Array} Returns the initialized clone.
 */

function initCloneArray(array) {
  var length = array.length,
      result = new array.constructor(length); // Add properties assigned by `RegExp#exec`.

  if (length && typeof array[0] == 'string' && hasOwnProperty.call(array, 'index')) {
    result.index = array.index;
    result.input = array.input;
  }

  return result;
}

module.exports = initCloneArray;

var cloneArrayBuffer = require('./_cloneArrayBuffer'),
    cloneDataView = require('./_cloneDataView'),
    cloneRegExp = require('./_cloneRegExp'),
    cloneSymbol = require('./_cloneSymbol'),
    cloneTypedArray = require('./_cloneTypedArray');

/**
 * Creates a clone of `dataView`.
 * @private
 * @param {Object} dataView The data view to clone.
 * @param {boolean} [isDeep] Specify a deep clone.
 * @returns {Object} Returns the cloned data view.
 */

function cloneDataView(dataView, isDeep) {
  var buffer = isDeep ?
    cloneArrayBuffer(dataView.buffer) : dataView.buffer;
  return new dataView.constructor(buffer,
    dataView.byteOffset, dataView.byteLength);
}

module.exports = cloneDataView;

/** Used to match `RegExp` flags from their coerced string values. */
var reFlags = /\w*$/;
/**
 * Creates a clone of `regexp`.
 * @private
 * @param {Object} regexp The regexp to clone.
 * @returns {Object} Returns the cloned
 */
function cloneRegExp(regexp) {
  var result = new regexp.constructor(regexp.source,
  regexp.lastIndex); return result;
}

module.exports = cloneRegExp;

var Symbol = require('./_Symbol');

/** Used to convert symbols to primitives and strings. */

var symbolProto = Symbol ? Symbol.prototype : undefined;
var symbolValueOf = symbolProto ? symbolProto.valueOf : undefined;

function cloneSymbol(symbol) {
  return symbolValueOf ? Object(symbolValueOf.call(symbol)) : {};
}

module.exports = cloneSymbol;

var baseIsMap = require('./_baseIsMap'),
    baseUnary = require('./_baseUnary'),
    nodeUtil = require('./_nodeUtil');

var nodeIsMap = nodeUtil && nodeUtil.isMap;

/**
 * Checks if `value` is classified as a `Map` object.
 */

var isMap = nodeIsMap ? baseUnary(nodeIsMap) : baseIsMap;

module.exports = isMap;

var getTag = require('./_getTag'),
    isObjectLike = require('./isObjectLike');

/** `Object#toString` result references. */

var mapTag = '[object Map]';

/**
 * The base implementation of `_.isMap` without Node.js optimizations.
 */

function baseIsMap(value) {
  return isObjectLike(value) && getTag(value) == mapTag;
}

module.exports = baseIsMap;

var baseIteratee = require('./_baseIteratee'),
    negate = require('./negate'),
    pickBy = require('./pickBy');

function omitBy(object, predicate) {
  return pickBy(object, negate(baseIteratee(predicate)));
}

module.exports = omitBy;

/** Error message constants. */
var FUNC_ERROR_TEXT = 'Expected a function';

function negate(predicate) {
  if (typeof predicate != 'function') {
    throw new TypeError(FUNC_ERROR_TEXT);
  }

  return function () {
    var args = arguments;

    switch ...
```
{Array} Returns the array of property values.

```javascript
Array.prototype.c = 3;

function values(object) {
  return object == null ? [] : baseValues(object, keys(object));
}
```

Returns the array of property values.

```javascript
function valuesIn(object) {
  return object == null ? [] : baseValues(object, keysIn(object));
}
```

A more complex code snippet is also included, which is beyond the scope of the current task to convert into a natural representation. The code includes function definitions and type assertions typical of JavaScript.
evenly, the final chunk will be the remaining
 * elements.

 ```javascript
 function chunk(array, size, guard) {
   if (guard ? isIterateeCall(array, size, guard) : size === undefined) {
     size = 1;
   } else {
     size = nativeMax(toInteger(size), 0);
   }

   var length = array == null ? 0 : array.length;
   if (!length || size < 1) {
     return [];
   }

   var index = 0,
       resIndex = 0,
       result = Array(nativeCeil(length / size));

   while (index < length) {
     result[resIndex++] = baseSlice(array, index, index += size);
   }

   return result;
 }

 module.exports = chunk;
 ```

 ```javascript
 function toFinite(value) {
   if (!value) {
     return value === 0 ? value : 0;
   }

   value = toNumber(value);
   if (value === INFINITY || value === -INFINITY) {
     var sign = value < 0 ? -1 : 1;
     return sign * MAX_INTEGER;
   }

   return value === value ? value : 0;
 }

 module.exports = toFinite;
 ```

 ```javascript
 function concat() {
   var length = arguments.length;
   if (!length) {
     return [];
   }

   var args = Array(length - 1),
       array = arguments[0],
       index = length;

   while (index--) {
     args[index - 1] = arguments[index];
   }

   return arrayPush(isArray(array) ? copyArray(array) : [array], baseFlatten(args, 1));
 }

 module.exports = concat;
 ```

 ```javascript
 function compact(array) {
   var index = -1,
       length = array == null ? 0 : array.length,
       resIndex = 0,
       result = [];

   while (++index < length) {
     var value = array[index];

     if (value) {
       result[resIndex++] = value;
     }
   }

   return result;
 }

 module.exports = compact;
 ```

 ```javascript
 function toNumber(value) {
   if (typeof value == 'number') {
     return value;
   }

   if (isSymbol(value)) {
     return NAN;
   }

   if (isObject(value)) {
     var other = typeof value.valueOf == 'function' ? value.valueOf() : value;
     value = isObject(other) ? other + '' : other;
   }

   if (typeof value != 'string') {
     return value === 0 ? value : +value;
   }

   value = value.replace(reTrim, '');
   var isBinary = reIsBinary.test(value);
   return isBinary || reIsOctal.test(value) ? freeParseInt(value.slice(2), isBinary ? 2 : 8) : reIsBadHex.test(value) ? NAN : +value;
 }

 module.exports = toNumber;
 ```

 ```javascript
 function reIsBadHex = /^[-+0]*0[xX][0-9a-fA-F]+$/i;
 /**
 * Creates a new array compacting `array` with any additional arrays
 * and/or values.
 *
 * @memberOf _
 * @returns {Array} Returns the new
Array.
 *
 * @param {...*} [values] The values
 * to compact.
 * @returns {Array} Returns the new
Array.
 */

 function reIsOctal = /^[-+0]*0[1-7]+$/i;
 /**
 * Creates an array with all falsey values removed. The values
 * `false`, `null`, `0`, `1`, `\"\", `undefined`, and `NaN` are falsey.
 *
 * @latex
 * @static
 * @memberOf _
 * @since 4.0.0
 * @category Array
 * @param {Array} array The array to compact.
 * @returns {Array} Returns the new
Array.
 *
 * @param {...*} [values] The values
 * to compact.
 * @returns {Array} Returns the new
Array.
 */

 function resIsBinary = !/0b[01]+$/i;
 /**
 * Creates a new array concatenating `array` with any additional arrays
 * and/or values.
 *
 * @memberOf _
 * @returns {Array} Returns the new
Array.
 *
 * @param {...*} [values] The values
 * to compact.
 * @returns {Array} Returns the new
Array.
 */

 function resIsOctal = !/0o[0-7]+$/i;
 /**
 * Creates an array with all falsey values removed. The values
 * `false`, `null`, `0`, `1`, `\"\", `undefined`, and `NaN` are falsey.
 *
 * @latex
 * @static
 * @memberOf _
 * @since 4.0.0
 * @category Array
 * @param {Array} array The array to compact.
 * @returns {Array} Returns the new
Array.
 *
 * @param {...*} [values] The values
 * to compact.
 * @returns {Array} Returns the new
Array.
 */

 function reTrim = /^\s+|\s+$/g;
 ```
function strictIndexOf(array, value, fromIndex) {
  var index = fromIndex - 1,
      length = array.length;

  while (++index < length) {
    if (array[index] === value) {
      return index;
    }
  }

  return -1;
}

module.exports = strictIndexOf;

var baseDifference = require('./_baseDifference'),
    baseFlatten = require('./_baseFlatten'),
    baseIteratee = require('./_baseIteratee'),
    baseRest = require('./_baseRest'),
    isArrayLikeObject = require('./isArrayLikeObject'),
    last = require('./last');
/**
 * This method is like `_difference` except that it accepts `iteratee` which
 * an * is invoked for each element of `array` and `values` to generate the criterion
 * by which they're compared. The order and references of result values are determined
 * by the first array. The iteratee is invoked with one argument: (value).
 *
 * **Note:** Unlike `_.pullAllBy`, this method returns a new array.
 *
 * @static
 * @memberOf _
 * @since 4.0.0
 * @category Array
 * @param {Array} array The array to inspect.
 * @param {...Array} [values] The values to exclude.
 * @param {Function} [comparator] The comparator invoked per element.
 * @returns {Array} Returns the new array of filtered values.
 * @example
 *
 * var objects = [{ 'x': 1, 'y': 2 }, { 'x': 2, 'y': 1 }];
 *
 * _.differenceWith(objects, [{ 'x': 1, 'y': 2 }], _.isEqual);
 * // => [{ 'x': 2, 'y': 1 }]
 */

var differenceWith = baseRest(function (array, values) {
  var comparator = last(values);

  if (isArrayLikeObject(comparator)) {
    comparator = undefined;
  }

  return isArrayLikeObject(array) ?
    baseDifference(array, baseFlatten(values, 1, isArrayLikeObject, true), undefined, comparator) :
    [];
});
module.exports = differenceWith;
*\n* @param {Array} array The array to query.
* @param {number} [n=1] The number of elements to drop.
* @returns {Array} Returns the slice of `array` excluding elements dropped from the end.
* Elements are dropped until `predicate` returns falsey.
* The predicate is\(n\) invoked with three arguments: (value, index, array).
* \(\text{\texttt{array}}\) is\(n\) * @static\(n\) * \@memberOf _\(n\) * \@since 3.0.0\(n\) * \@category Array\(n\) * \@param {Array} array The array to query.
* \@param {Function} \[predicate=_.identity\] The function invoked per iteration.
* \@returns {Array} Returns the slice of `array` excluding elements dropped from the end.
* Elements are dropped until `predicate` returns falsey.
* The predicate is\(n\) invoked with three arguments: (value, index, array).
* \(\text{\texttt{array}}\) is\(n\) * @static\(n\) * \@memberOf _\(n\) * \@since 3.0.0\(n\) * \@category Array\(n\) * \@param {Array} array The array to query.
* \@param {number} [n=1] The number of elements to drop.
* \@returns {Array} Returns the slice of `array` excluding elements dropped from the end.
* Elements are dropped until `predicate` returns falsey.
* The predicate is\(n\) invoked with three arguments: (value, index, array).
* \(\text{\texttt{array}}\) is\(n\) * @static\(n\) * \@memberOf _\(n\) * \@since 3.0.0\(n\) * \@category Array\(n\) * \@param {Array} array The array to query.
* \@param {number} [n=1] The number of elements to drop.
* \@returns {Array} Returns the slice of `array` excluding elements dropped from the end.
* Elements are dropped until `predicate` returns falsey.
* The predicate is\(n\) invoked with three arguments: (value, index, array).
* \(\text{\texttt{array}}\) is\(n\) * @static\(n\) * \@memberOf _\(n\) * \@since 3.0.0\(n\) * \@category Array\(n\) * \@param {Array} array The array to query.
* \@param {number} [n=1] The number of elements to drop.
* \@returns {Array} Returns the slice of `array` excluding elements dropped from the end.
* Elements are dropped until `predicate` returns falsey.
* The predicate is\(n\) invoked with three arguments: (value, index, array).
* \(\text{\texttt{array}}\) is\(n\) * @static\(n\) * \@memberOf _\(n\) * \@since 3.0.0\(n\) * \@category Array\(n\) * \@param {Array} array The array to query.
* \@param {number} [n=1] The number of elements to drop.
* \@returns {Array} Returns the slice of `array` excluding elements dropped from the end.
* Elements are dropped until `predicate` returns falsey.
* The predicate is\(n\) invoked with three arguments: (value, index, array).
* \(\text{\texttt{array}}\) is\(n\) * @static\(n\) * \@memberOf _\(n\) * \@since 3.0.0\(n\) * \@category Array\(n\) * \@param {Array} array The array to query.
* \@param {number} [n=1] The number of elements to drop.
* \@returns {Array} Returns the slice of `array` excluding elements dropped from the end.
* Elements are dropped until `predicate` returns falsey.
* The predicate is\(n\) invoked with three arguments: (value, index, array).
* \(\text{\texttt{array}}\) is\(n\) * @static\(n\) * \@memberOf _\(n\) * \@since 3.0.0\(n\) * \@category Array\(n\) * \@param {Array} array The array to query.
function baseFill(array, value, start, end) {
  var length = array.length;
  start = toInteger(start);
  if (start < 0) {
    start = -start > length ? 0 : start + length;
  }
  end = end === undefined || end > length ? length : toInteger(end);
  if (end < 0) {
    end += length;
  }
  end = start > end ? 0 : toLength(end);
  while (start < end) {
    array[start++] = value;
  }
  return array;
}

module.exports = baseFill;

var baseClamp = require('./_baseClamp'),
    toInteger = require('./toInteger');

/** Used as references for the maximum length and index of an array. */
var MAX_ARRAY_LENGTH = 4294967295;

/**
 * Converts `value` to an integer suitable for use as the length of an
 * array-like object.
 *
 * **Note:** This method is based on onu * [
 * 'ToLength'](http://ecma-international.org/ecma-262/7.0/#sec-tolength).
 *
 * @static
 * @memberOf _
 *
 * @since 4.0.0
 * @category Lang
 * @param {*} value The value to convert.
 * @returns {number} Returns the converted integer.
 * @example
 *
 * _.toLength(3.2);
 * // => 3
 *
 * _.toLength(Number.MIN_VALUE);
 * // => 0
 *
 * _.toLength(Infinity);
 * // => 4294967295
 *
 * _.toLength('3.2');
 * // => 3
 */

function toLength(value) {
  return value ? baseClamp(toInteger(value), 0, MAX_ARRAY_LENGTH) : 0;
}

module.exports = toLength;

/**
 * The base implementation of `_.clamp` which doesn't coerce
 * arguments.
 *
 * @private
 * @param {number} number The number to clamp.
 * @param {number} [lower] The lower bound.
 * @param {number} upper The upper bound.
 * @returns {number} Returns the clamped
 * number.
 */

function baseClamp(number, lower, upper) {
  if (number === number) {
    if (upper !== undefined) {
      number = number <= upper ? number : upper;
    }

    if (lower !== undefined) {
      number = number >= lower ? number : lower;
    }
  }

  return number;
}

module.exports = baseClamp;

var baseFindIndex = require('./_baseFindIndex'),
    baseIteratee = require('./_baseIteratee'),
    toInteger = require('./toInteger');

/* Built-in method references for those with the same name as other `lodash` methods.*/

var nativeMax = Math.max,
    nativeMin = Math.min;

/**
 * This method is like `_.find` except that it iterates over elements
 * of `collection` from right to left.
 *
 * @static
 * @memberOf _
 *
 * @since 2.0.0
 * @category Array
 * @param {Array} array The array to inspect.
 * @param {Function} [predicate=_.identity] The function invoked per iteration.
 * @param {number} [fromIndex=0] The index to search from.
 * @returns {number} Returns the index of the found element, else `-1`.
 * @example
 *
 * var users = [
 *   { 'user': 'barney',  'active': true },
 *   { 'user': 'fred',    'active': false },
 *   { 'user': 'pebbles', 'active': false }
 * ];
 *
 * _.findLastIndex(users, function(o) { return o.user == 'pebbles'; });
 * // => 2
 *
 * // The `_.matches` iteratee shorthand.
 * _.findLastIndex(users, { 'user': 'barney' });
 * // => 0
 *
 * // The `_.matchesProperty` iteratee shorthand.
 * _.findLastIndex(users, { 'active': false });
 * // => 0
 *
 * // The `_.property` iteratee shorthand.
 * _.findLastIndex(users, 'active');
 * // => 0
 */

function findLastIndex(array, predicate, fromIndex) {
  var length = array == null ? 0 : array.length;

  if (!length) {
    return -1;
  }

  var index = length - 1;

  if (fromIndex !== undefined) {
    index = toInteger(fromIndex);
    index = fromIndex < 0 ? length + fromIndex : fromIndex;
  }

  return baseFindIndex(array, baseIteratee(predicate, 3), index);
}

module.exports = findLastIndex;
? nativeMax(length + index, 0) : nativeMin(index, length - 1);
} return baseFindIndex(array,
 baseslice(callbackvalue, 3), index, true);

console.exports = findLastIndex;

module.exports =

require('./head');

var baseFlatten =

require('_/baseFlatten');

/* Used as references for various `Number`

constants. */

var INFINITY = 1 / 0;

function baseFlatten(array, index, length, depth)

{ var baseSlice = require('_/baseSlice');

  return slice(array, index, length, depth);
}

module.exports = baseFlatten;
arrays’ to generate the criterion\n* by which they're compared. The order and references of result values are\n* determined by the first array. The iteratee is invoked with one argument:flow* \n@memberOf _\n* @since 4.0.0* @category Array\n* @param {Array} [arrays] The arrays to inspect.\n* @param {Function} [iteratee=_.identity] The iteratee invoked per element.\n* @returns {Array} Returns the new array of intersecting values.\n* @example
*
* _.intersectionBy([2.1, 1.2], [2.3, 3.4], Math.floor);\n* // => [% 2.1]
* @static
* @memberOf _\n* @since 4.0.0
* @category Array
* @param {...Array} [arrays] The arrays to inspect.\n* @param {Function} [iteratee=_.identity] The iteratee invoked per element.\n* @returns {Array} Returns the new array of intersecting values.\n* @example
*
* _.intersectionBy([2.1, 1.2], [2.3, 3.4], Math.floor);\n* // => [% 2.1]
*/

function intersectionBy(array, iteratee) {
  var result = arrayMap(array, castArrayLikeObject);
  if (iteratee === last(result)) {
    iteratee = undefined;
  } else {
    result.pop();
  }
  return result.length && result[0] === array[0] ? baseIntersection(result, baseIteratee(iteratee, 2)) : [];
}

module.exports = intersectionBy;

var arrayMap = require('./_arrayMap'),
    baseIntersection = require('./_baseIntersection'),
    baseIteratee = require('./_baseIteratee'),
    castArrayLikeObject = require('./_castArrayLikeObject'),
    last = require('./last');
/**
 * This method is like `_.intersection` except that\n* it accepts `comparator` which is invoked to compare elements of `arrays`. The order and references\n* of result values are determined by the first array. The comparator isn't invoked with two arguments: (arrayVal, othVal),\n* @static
* @memberOf _\n* @since 4.0.0
* @category Array
* @param {...Array} [arrays] The arrays to inspect.\n* @param {Function} [comparator] The comparator invoked per element.\n* @returns {Array} Returns the new array of intersecting values.\n* @example
*
* var objects = [{ 'x': 1, 'y': 2 }, { 'x': 2, 'y': 1 }];
* var others = [{ 'x': 1, 'y': 1 }, { 'x': 1, 'y': 2 }];
*
* _.intersectionWith(objects, others, _.isEqual);
* // => [{ 'x': 1, 'y': 2 }]
*/

function intersectionWith(array, comparator) {
  var result = arrayMap(array, castArrayLikeObject);
  comparator = typeof comparator == 'function' ? comparator : undefined;
  if (comparator) {
    result.pop();
  }
  return result.length && result[0] === array[0] ? baseIntersection(result, undefined, comparator) : [];
}

module.exports = intersectionWith;

/** Used for built-in method references. */
var arrayProto = Array.prototype;
/* Built-in method references for those with the same name as other `lodash` methods. */

var nativeJoin = arrayProto.join;
/**
 * Converts all elements in `array` into a string separated by `separator`.
 *
 * @static
 * @memberOf _
 * @since 4.0.0
 * @category Array
 * @param {Array} array The array to convert.
 * @param {string} [separator=','] The element separator.
 * @returns {string} Returns the joined string.
 * @example
 *
* _.join([\'a\', \'b\', \'c\'], \'~\');
* // => \'a~b~c\'
*/

function join(array, separator) {
  return array == null ? '' : nativeJoin.call(array, separator);
}

module.exports = join;

var baseFindIndex = require('./_baseFindIndex'),
    baseIsNaN = require('./_baseIsNaN'),
    strictLastIndexOf = require('./_strictLastIndexOf'),
    toInteger = require('./toInteger');
/* Built-in method references for those with the same name as other `lodash` methods. */

var nativeMax = Math.max,
    nativeMin = Math.min;
/**
 * Gets the element at index `n` of `array`. If `n` is negative, the nth\n* element from the last becomes the first.\n
* @private
* @param {Array} array The array to inspect.\n* @param {*} n The index of the element to get.
* @returns {*} Returns the nth element from `array`.\n*/

function nth(array, n) {
  var length = array == null ? 0 : array.length;
  if (!length) {
    return undefined;
  }
  n = toInteger(n);
  n < 0 ? length += n : n > length - 1 && (n = length - 1);
  return array[n];
}

module.exports = nth;
function nth(array, n) {
  return array && array.length ? baseNth(array, n) : undefined;
}

module.exports = nth;

var isIndex = require('./_isIndex');
/**
 * The base implementation of `_.nth` which doesn't coerce elements.
 */

function baseNth(array, n) {
  var length = array.length;

  if (!length) {
    return;
  }

  n += n < 0 ? length : 0;
  return isIndex(n, length) ? array[n] : undefined;
}

module.exports = baseNth;

var baseRest = require('./_baseRest'),
    pullAll = require('./pullAll');
/**
 * Removes all given values from `array` using
 * 
 * `SameValueZero` (http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero) for equality comparisons.
 */

var pull = baseRest(pullAll);
module.exports = pull;

function baseIndexOfWith(array, value, fromIndex, comparator) {
  var index = fromIndex - 1,
      length = array.length;

  while (++index < length) {
    if (comparator(array[index], value)) {
      return index;
    }
  }

  return -1;
}

module.exports = baseIndexOfWith;

var baseIteratee = require('./_baseIteratee'),
    basePullAll = require('./_basePullAll');
/**
 * This method is like `_.pullAll` except that it accepts `iteratee` which
 * is invoked per element of `array` and `values` to generate the criterion
 * by which they're compared.
 */

function pullAllBy(array, values, iteratee) {
  return array && array.length && values && values.length ?
    basePullAll(array, values, baseIteratee(iteratee, 2)) : array;
}

module.exports = pullAllBy;

var basePullAll = require('./_basePullAll');
/**
 * This method is like `_.pullAll` except that it accepts `comparator` which
 * is invoked per element of `array` and `values` to generate the criterion
 * by which they're compared.
 */

function pullAllWith(array, values, comparator) {
  return array && array.length && values && values.length ?
    basePullAll(array, values, undefined, comparator) : array;
}

module.exports = pullAllWith;

function arrayMap(array, iteratee) {
  return array && array.length ?
    baseAt(array, 0, iteratee, undefined) : undefined;
}

module.exports = arrayMap;
pulled = _.pullAt(array, [1, 3]);

var console.log(array):

// => ['a', 'c']

var console.log(pulled):

// => ['b', 'd']

var pullAt = flatRest(function (array, indexes) {
  var length = array == null ? 0 : array.length,
  result = baseAt(array, indexes);

  basePullAt(array, arrayMap(indexes, function (index) {
    return isIndex(index, length) ? +index : index;
  }).sort(compareAscending));

  return result;
});

module.exports = pullAt;

var isSymbol = require('./isSymbol');

/**
 * Compares values to sort them in ascending order.
 *
 * @private
 * @param {*} value The value to compare.
 * @param {*} other The other value to compare.
 * @returns {number} Returns the sort order indicator for `value`.
 */

function compareAscending(value, other) {
  if (value !== other) {
    var valIsDefined = value !== undefined,
        valIsNull = value === null,
        valIsReflexive = value === value,
        valIsSymbol = isSymbol(value);

    var othIsDefined = other !== undefined,
        othIsNull = other === null,
        othIsReflexive = other === other,
        othIsSymbol = isSymbol(other);

}
@memberOf _\n * @since 0.1.0
 * @category Array
 * @param {Array} array The sorted array to inspect.
 * @param {*} value The value to evaluate.
 * @returns {number} Returns the index at which `value` should be inserted
 * into array.
 * \n * @example
 * var baseSortedIndex = require('./_baseSortedIndex'),
 * baseSortedIndexBy = require('./_baseSortedIndexBy');
 * \n * This method is like `_sortedIndex` except that it accepts `iteratee`\n * which is invoked for `value` and each element of `array` to compute their\n * sort ranking. The iteratee is invoked with one argument: (value).\n * eq * @static\n * @memberOf _\n * @since 3.0.0
 * @category Array
 * @param {Array} array The sorted array to inspect.
 * @param {*} value The value to evaluate.
 * @returns {number} Returns the index at which `value` should be inserted
 * into array.
 * \n * @example
 * var baseSortedIndex = require('./_baseSortedIndex'),
 * eq = require('./eq');
 * \n * This method is like `_sortedIndex` except that it returns the highest\n * index at which `value` should be inserted into `array` in order to maintain its sort order.\n * eq * @static\n * @memberOf _\n * @since 4.0.0
 * @category Array
 * @param {Array} array The sorted array to inspect.
 * \n * @returns {number} Returns the index at which `value` should be inserted into `array`\n * and each element of `array` to compute their sort ranking. The iteratee is invoked with one argument: (value).\n * eq * @static\n * @memberOf _\n * @since 4.0.0
 * @category Array
 * @param {Array} array The sorted array to inspect.
 * @param {*} value The value to evaluate.
 * @returns {number} Returns the index at which `value` should be inserted into `array`\n * and each element of `array` to compute their sort ranking. The iteratee is invoked with one argument: (value).\n * eq * @static\n * @memberOf _\n * @since 4.0.0
 * @category Array
 * @param {Array} array The sorted array to inspect.
 * @param {*} value The value to evaluate.
 * @returns {number} Returns the index at which `value` should be inserted into `array` and each element of `array` to compute their sort ranking. The iteratee is invoked with one argument: (value).
return array && array.length ? baseSortedUniq(array) : [];

module.exports = sortedUniq;

"var baseIteratee = require('_/baseIteratee');

baseSortedUniq = require('_/baseSortedUniq');


* * * * * * * * * *  This method is like `_.uniqBy` except that it's designed and optimized

* for sorted arrays.

* @param {Array} array The array to inspect.

* @param {Function} iteratee The iteratee invoked per element.

* @returns {Array} Returns the new duplicate free array.

* @example

* let users = [{
*   'user': 'barney',
*   'active': true
* },
*   { 'user': 'fred',   'active': true },
*   { 'user': 'pebbles', 'active': true },
*   { 'user': 'barney', 'active': true },
*   { 'user': 'pebbles', 'active': false },
*   { 'user': 'barney', 'active': false }]
*  ;

* _.sortedUniqBy(users, 'active');
* // => 

* // objects for ['barney', 'fred']

* _.sortedUniqBy(users, function(o) { return o.active; });
* // => objects for ['barney', 'fred']

* function takeRightWhile(array, predicate) {
*  return array && array.length ? baseSortedUniq(array, baseIteratee(iteratee, 2)) : [];

* module.exports = sortedUniqBy;

* "var baseSlice = require('_/baseSlice');

* * * * * * * * * * *  Gets all but the first element of 'array'.

* * * * * * * * * * *  @since 4.0.0

* @category Array

* * * * * * * * * * *  @param {Array} array The array to query.

* * * * * * * * * * *  @returns {Array} Returns the slice of 'array'.

* * * * * * * * * * *  @example

* * * * * * * * * * *  var users = [

*   { 'user': 'barney', 'active': false },
*   { 'user': 'fred',   'active': false },
*   { 'user': 'pebbles', 'active': true }
* ];

* _.takeWhile(users, { 'user': 'barney', 'active': false });
* // => objects for ['barney']

* *

* *

* *

* * 

* * * * * * * * * * *  _.takeWhile(users, function(o) { return !o.active; });
* // => objects for ['barney', 'fred']

* *

* *

* * 

* * * * * * * * * * *  _.matches

* * * * * * * * * * *  function takeRight(array, n, guard) {
*  if (n == undefined) { n = length - n; }

* module.exports = takeRight;

* ,

* "var baseSlice = require('_/baseSlice');

* * * * * * * * * * *  

* toInteger = require('lodash/tolocaleinteger');

* * * * * * * * * * *  Creates a slice of 'array' with 'n' elements taken from the beginning.

* * * * * * * * * * *  @param {number} [n=1] The number of elements to take.

* * * * * * * * * * *  @static

* * * * * * * * * * *  @memberOf _

* * * * * * * * * * *  @since 3.0.0

* * * * * * * * * * *  @category Array

* * * * * * * * * * *  @param {Array} array The array to query.

* * * * * * * * * * *  @param {number} [n] The number of elements to take.

* * * * * * * * * * *  @param {Object} [guard] Enables use as an iteratee for methods like `_.map`.

* * * * * * * * * * *  @returns {Array} Returns the slice of 'array'.
This method is like `_.uniq` except that it accepts `iteratee` which is an function used in `MSX SD-Branch Service Pack 4.0.0`
The comparator is invoked with two arguments: (arrVal, othVal).

```javascript
\nvar comparator = (arrVal, othVal) => {
  arrVal = arrVal || 
  othVal = othVal || 
  return arrVal !== othVal;
};
```

This method is like `_.fromPairs` except that it accepts two arrays. It supports property identifiers and one of the following values: `undefined`, `null`, `false`, or `0`. The function is executed with the first argument from the left. The second argument becomes the second argument to the function. The function is invoked with the property identifiers and values passed as arguments.

```javascript
\nfunction fromPairs(arr1, arr2) {
  return Object.fromEntries(arr1.map(entry => [entry[0], entry[1]]));
}
```

The comparator is invoked per element. It returns the new array of filtered values.

```javascript
\nnewArray = 
  arr1 = 
  arr2 = 
  comparator = 
  return 
  array
```

The comparator is invoked with two arguments: (arrVal, othVal).

```javascript
\nvar comparator = (arrVal, othVal) => {
  return arrVal !== othVal;
};
```

The comparator is invoked per element. It returns the new array of filtered values.

```javascript
\nnewArray = 
  arr1 = 
  arr2 = 
  comparator = 
  return 
  array
```

The comparator is invoked per element. It returns the new array of filtered values.

```javascript
\nnewArray = 
  arr1 = 
  arr2 = 
  comparator = 
  return 
  array
```

The comparator is invoked per element. It returns the new array of filtered values.

```javascript
\nnewArray = 
  arr1 = 
  arr2 = 
  comparator = 
  return 
  array
```

The comparator is invoked per element. It returns the new array of filtered values.

```javascript
\nnewArray = 
  arr1 = 
  arr2 = 
  comparator = 
  return 
  array
```
function copyObject(source, props, object, customizer) {
  var isNew = !object;
  object || (object = {});
  var index = -1, length = props.length;

  while (++index < length) {
    var key = props[index];

    var newValue = customizer ? customizer(object[key], source[key], key, object, source) : undefined;

    if (newValue === undefined) {
      newValue = source[key];
    }

    if (isNew) {
      baseAssignValue(object, key, newValue);
    } else {
      assignValue(object, key, newValue);
    }
  }

  return object;
}

export default copyObject;

/**
 * This function is like *
 * ![Object.keys](http://ecma-international.org/ecma-262/7.0/#sec-object.keys) *
 * except that it includes inherited enumerable properties.
 * @param {Object} object The object to query.
 * @returns {Array} Returns the array of property names.
 * @example *
 * function Foo() {
 *   this.a = 1;
 *   this.b = 2;
 * }
 *
 * Foo.prototype.c = 3;
 *
 * _.keysIn(new Foo);
 * // => ['a', 'b', 'c'] (iteration order is not guaranteed)
 */

function keysIn(object) {
  return isArrayLike(object) ? arrayLikeKeys(object, true) : baseKeysIn(object);
}

export default keysIn;

import copyObject from './_copyObject.js';
import keysIn from './keysIn.js';
/**
 * A specialized version of `baseMerge` for arrays and objects which performs
 * deep merges and tracks traversed objects enabling objects with circular
 * references to be merged.
 * @param {Object} object The object to merge from.
 * @param {Object} source The object to merge to.
 * @returns {Object} Returns the merged objects.
 * @example *
 * function Foo() {
 *   this.a = 1;
 *   this.b = 2;
 * }
 *
 * Foo.prototype.c = 3;
 *
 * _.merge(Foo.prototype, { 'a': 1, 'b': 2, 'c': 3 });
 */

function mergeDefaults(source, object, key) {
  return source[key] != undefined
    ? source[key]
    : copyObject(source, partial(baseKeysIn(source), object && object[key]));
}

export function mergeDeepDefaults(source, object, key) {
  return source && source[key] != undefined
    ? source[key]
    : copyObject(source, partial(baseKeysIn(source), object && object[key]));
}

export default mergeDeepDefaults;
@param {Object} [stack] Tracks traversed source values and their merged\n * counterparts.

function baseMergeDeep(object, source, key, srcIndex, mergeFunc, customizer, stack) {\n var objValue = safeGet(object, key),\n srcValue = safeGet(source, key),\n stacked = stack.get(srcValue);\n if (stacked) {\n assignMergeValue(object, key, stacked);\n } else if (isArr || isBuffer || isTypedArray(srcValue)) {\n assignMergeValue(object, key, srcValue);\n } else if (isPlainObject(srcValue)) {\n assignMergeValue(object, key, srcValue);\n } else if (isTyped(srcValue)) {\n assignMergeValue(object, key, srcValue);\n } else if (isArguments(srcValue)) {\n assignMergeValue(object, key, srcValue);\n } else {\n assignMergeValue(object, key, srcValue);\n }
}

export default baseMergeDeep;

import Stack from './_Stack.js';
import assignMergeValue from './_assignMergeValue.js';
import baseFor from './_baseFor.js';
import baseMergeDeep from './_baseMergeDeep.js';
import keysIn from './keysIn.js';
import safeGet from './_safeGet.js';

function baseMerge(object, source, srcIndex, customizer, stack) {\n if (object === source) {\n return;
 } else if (isObject(source)) {\n forOwn(source, function (srcValue, key) {\n if (isObject(srcValue)) {\n assignMergeValue(object, key, srcValue);\n } else if (isArguments(srcValue)) {\n assignMergeValue(object, key, srcValue);\n } else {\n assignMergeValue(object, key, srcValue);\n }
 })
}

export default baseMerge;

/**
 * A faster alternative to `Function#apply`, this function invokes `func`
 * with the `this`
 * binding of `thisArg` and the arguments of `args`.
 *
 * @private
 * @param {Function} func The function to
 * apply.
 * @param {*} thisArg The `this`
 * binding of `func`.
 * @param {Array} args The arguments to invoke
 * `func` with.
 * @returns {*} Returns the result of `func`.
 */

function apply(func, thisArg, args) {
 switch (args.length) {
 case 0:
 return func.call(thisArg);
 case 1:
 return func.call(thisArg, args[0]);
 case 2:
 return func.call(thisArg, args[0], args[1]);
 case 3:
 return func.call(thisArg, args[0], args[1], args[2]);
 }
 return func.apply(thisArg, args);
}

export default apply;

import apply from './_apply.js';

var nativeMax = Math.max;

function overRest(func, start, transform) {\n start = nativeMax(start || 0, func.length - 1);
 return function () {\n var args = Array(start + 1);
 args[start] = transform(args);\n return apply(func, this, args);\n }
}

export default overRest;

/**
 * Creates a function that returns `value`.
 *
 * @static
 * @memberOf _
 * @since 2.4.0
 * @category Util
 * @param {*} value The value to return
 * from the new function.
 * @returns {Function} Returns the new constant function.
 */

function constant(value) {\n return function() {\n return value;
 }
}

export default constant;
previous sources.

* `**Note:** This method mutates 'object'.

```javascript
* @param {Object} object The destination object.
* @param {Object} [sources] The source objects.
* @returns {Object} Returns 'object'.
```

```javascript
var merge = createAssigner(function (object, source, srcIndex) {
  baseMerge(object, source, srcIndex);
});
```

```javascript
var _extends = Object.assign || function (target)
{ // Note: In old IE we must use typeof target instead of typeof object.
  for (var i = 1; i < arguments.length; i++) {
    var source = arguments[i];

    for (var key in source) {
      if (Object.prototype.hasOwnProperty.call(source, key)) {
        target[key] = source[key];
      }
    }
  }

  return target;
};
```

```javascript
import { ARRAY_INSERT, ARRAY_MOVE, ARRAY_PUSH, ARRAY_REMOVE, ARRAY_REMOVE_ALL, ARRAY_SHIFT, ARRAY_SPLICE, ARRAY_SWAP, ARRAY_UNSHIFT, AUTOFILL, BLUR, CHANGE, CLEAR_SUBMIT, CLEAR_SUBMIT_ERRORS, CLEAR_ASYNC_ERROR, DESTROY, FOCUS, INITIALIZE, REGISTER_FIELD, RESET, RESET_SECTION, CLEAR_FIELDS, SET_SUBMIT_FAILED, SET_SUBMIT_SUCCEEDED, START_ASYNC_VALIDATION, START_SUBMIT, STOP_ASYNC_VALIDATION, STOP_SUBMIT, SUBMIT, TOUCH, UNREGISTER_FIELD, UNTOUCH, UPDATE_SYNC_ERRORS, UPDATE_SYNC_WARNINGS } from './actionTypes';
```

```javascript
var arrayInsert = function arrayInsert(form, field, index, value) {
  return {
    type: ARRAY_INSERT,
    meta: {
      form: form,
      field: field,
      index: index
    },
    payload: value
  };
};
```

```javascript
var arrayMove = function arrayMove(form, field, from, to) {
  return {
    type: ARRAY_MOVE,
    meta: {
      form: form,
      field: field,
      from: from,
      to: to
    }
  };
};
```

```javascript
var arrayPop = function arrayPop(form, field) {
  return {
    type: ARRAY_POP,
    meta: {
      form: form,
      field: field
    }
  };
};
```

```javascript
var arrayPush = function arrayPush(form, field, value) {
  return {
    type: ARRAY_PUSH,
    meta: {
      form: form,
      field: field
    },
    payload: value
  };
};
```

```javascript
var arrayRemove = function arrayRemove(form, field, index) {
  return {
    type: ARRAY_REMOVE,
    meta: {
      form: form,
      field: field,
      index: index
    }
  };
};
```

```javascript
var arrayRemoveAll = function arrayRemoveAll(form, field) {
  return {
    type: ARRAY_REMOVE_ALL,
    meta: {
      form: form,
      field: field
    }
  };
};
```

```javascript
var arrayShift = function arrayShift(form, field) {
  return {
    type: ARRAY_SHIFT,
    meta: {
      form: form,
      field: field
    }
  };
};
```

```javascript
var arraySplice = function arraySplice(form, field, index, removeNum, value) {
  return {
    type: ARRAY_SPLICE,
    meta: {
      form: form,
      field: field,
      index: index,
      removeNum: removeNum
    }
  };
};
```

```javascript
var arraySwap = function arraySwap(form, field, indexA, indexB) {
  if (indexA === indexB) {
    throw new Error('Swap indices cannot be equal');
  }

  if (indexA < 0 || indexB < 0) {
    throw new Error('Swap indices cannot be negative');
  }

  return {
    type: ARRAY_SWAP,
    meta: {
      form: form,
      field: field,
      indexA: indexA,
      indexB: indexB
    }
  };
};
```

```javascript
var arrayUnshift = function arrayUnshift(form, field, value) {
  return {
    type: ARRAY_UNSHIFT,
    meta: {
      form: form,
      field: field,
      value: value
    }
  };
};
```

```javascript
var autofill = function autofill(form, field, value) {
  return {
    type: AUTOFILL,
    meta: {
      form: form,
      field: field,
      value: value
    }
  };
};
```

```javascript
var blur = function blur(form, field, value, touch) {
  return {
    type: BLUR,
    meta: {
      form: form,
      field: field,
      touch: touch
    }
  };
};
```

```javascript
var change = function change(form, field, value, touch, persistentSubmitErrors) {
  return {
    type: CHANGE,
    meta: {
      form: form,
      field: field,
      value: value,
      touch: touch,
      persistentSubmitErrors: persistentSubmitErrors
    }
  };
};
```

```javascript
var clearSubmit = function clearSubmit(form) {
  return {
    type: CLEAR_SUBMIT,
    meta: {
      form: form,
      fields: fields
    }
  };
};
```

```javascript
var clearSubmitErrors = function clearSubmitErrors(form) {
  return {
    type: CLEAR_SUBMIT_ERRORS,
    meta: {
      form: form,
      fields: fields
    }
  };
};
```

```javascript
var clearAsyncError = function clearAsyncError(form, field) {
  return {
    type: CLEAR_ASYNC_ERROR,
    meta: {
      form: form,
      field: field
    }
  };
};
```

```javascript
var clearFields = function clearFields(form, keepTouched, persistentSubmitErrors) {
  return {
    type: CLEAR_FIELDS,
    meta: {
      form: form,
      keepTouched: keepTouched,
      persistentSubmitErrors: persistentSubmitErrors
    }
  };
};
```

```javascript
var destroy = function destroy()
```
for (var _len2 = arguments.length, form = Array(_len2), _key2 = 0; _key2 < _len2; _key2++) {
    form[_key2] = arguments[_key2];
} return {
    type: DESTROY,
    meta: {
        form: form
    },
    payload: {
        name: name,
        type: type,
        fields: fields
    }
};

var initialize = function initialize(form, values, keepDirty) {
    if (keepDirty instanceof Object) {
        otherMeta = keepDirty;
        keepDirty = false;
    }
    return {
        type: INITIALIZE,
        meta: {
            form: form,
            keepDirty: keepDirty
        },
        payload: values
    };
}

var registerField = function registerField(form, name, type) {
    return {
        type: REGISTER_FIELD,
        meta: {
            form: form
        },
        payload: {
            name: name,
            type: type
        }
    };
}

var reset = function reset(form) {
    return {
        type: RESET,
        meta: {
            form: form
        }
    };
}

var resetSection = function resetSection(form, sections) {
    for (var _len3 = arguments.length, sections = Array(_len3 > 1 ? _len3 - 1 : 0), _key3 = 1; _key3 < _len3; _key3++) {
        sections[_key3 - 1] = arguments[_key3];
    }
    return {
        type: RESET_SECTION,
        meta: {
            form: form,
            sections: sections
        }
    };
}

var startAsyncValidation = function startAsyncValidation(form, field) {
    return {
        type: START_ASYNC_VALIDATION,
        meta: {
            form: form,
            field: field
        }
    };
}

var startSubmit = function startSubmit(form) {
    return {
        type: START_SUBMIT,
        meta: {
            form: form
        }
    };
}

var stopAsyncValidation = function stopAsyncValidation(form, errors) {
    return {
        type: STOP_ASYNC_VALIDATION,
        meta: {
            form: form
        },
        payload: errors,
        error: !!errors
    };
}

var stopSubmit = function stopSubmit(form, errors) {
    return {
        type: STOP_SUBMIT,
        meta: {
            form: form
        },
        payload: errors,
        error: !!errors
    };
}

var submit = function submit(form) {
    return {
        type: SUBMIT,
        meta: {
            form: form
        }
    };
}

var setSubmitFailed = function setSubmitFailed(form, fields) {
    for (var _len4 = arguments.length, fields = Array(_len4 > 1 ? _len4 - 1 : 0), _key4 = 1; _key4 < _len4; _key4++) {
        fields[_key4 - 1] = arguments[_key4];
    }
    return {
        type: SET_SUBMIT_FAILED,
        meta: {
            form: form,
            fields: fields
        },
        payload: fields
    };
}

var setSubmitSucceeded = function setSubmitSucceeded(form) {
    return {
        type: SET_SUBMIT_SUCCEEDED,
        meta: {
            form: form,
            fields: fields
        },
        payload: fields
    };
}

var unregisterField = function unregisterField(form, name) {
    return {
        type: UNREGISTER_FIELD,
        meta: {
            form: form
        },
        payload: {
            name: name,
            destroyOnUnmount: destroyOnUnmount
        }
    };
}

var untouch = function untouch(form, fields) {
    for (var _len5 = arguments.length, fields = Array(_len5 > 1 ? _len5 - 1 : 0), _key5 = 1; _key5 < _len5; _key5++) {
        fields[_key5 - 1] = arguments[_key5];
    }
    return {
        type: UNTOUCH,
        meta: {
            form: form,
            fields: fields
        },
        payload: fields
    };
}

var updateSyncErrors = function updateSyncErrors(form, syncErrors) {
    return {
        type: UPDATE_SYNC_ERRORS,
        meta: {
            form: form
        },
        payload: {
            syncErrors: syncErrors
        }
    };
}

var updateSyncWarnings = function updateSyncWarnings(form, syncWarnings) {
    return {
        type: UPDATE_SYNC_WARNINGS,
        meta: {
            form: form
        },
        payload: {
            syncWarnings: syncWarnings
        }
    };
}

var warn = function warn(error) {
    return {
        type: WARN,
        meta: {
            form: form,
            fields: fields
        },
        payload: error
    };
}

var warnIf = function warnIf(condition, warning) {
    if (condition) {
        return warn(warning);
    }
    return {
        type: UNREGISTER_FIELD,
        meta: {
            form: form
        },
        payload: {
            name: name,
            destroyOnUnmount: destroyOnUnmount
        }
    };
}
stopAsyncValidation: stopAsyncValidation,
  stopSubmit: stopSubmit,
  submit: submit,
  setSubmitFailed: setSubmitFailed,
  setSubmitSucceeded: setSubmitSucceeded,
  touch: touch,
  unregisterField: unregisterField,
  unstop: unstop,
  updateSyncErrors: updateSyncErrors,
  updateSyncWarnings:
};

export default actions;

import isPromise from 'is-promise';

var asyncValidation =
  function asyncValidation(fn, start, stop, field) {
    start(field);
    var promise = fn();
    if (!isPromise(promise))
      throw new Error('asyncValidate function passed to reduxForm must return a promise');
    var
      handleErrors = function handleErrors(rejected) {
        return function (errors) {
          if (rejected)
            return errors || (errors && Object.keys(errors).length) ||
          return errors;
        }
      },
      reset = reset;
    return
      promise.then(handleErrors(false), handleErrors(true));
  };

export default asyncValidation;

var defaultShouldAsyncValidate =
  function defaultShouldAsyncValidate(_ref) {
    var initialized = _ref.initialized,
        trigger = _ref.trigger,
        pristine = _ref.pristine,
        syncValidationPasses = _ref.syncValidationPasses;
    if (syncValidationPasses)
      return !pristine ||
      !initialized;
    return !syncValidationPasses ||
      !initialized;
call && (typeof call === "object" || typeof call === "function") ? call : self;}

function _inherits(subClass, superClass) {
  if (typeof superClass !== "function" && superClass !== null) {
    throw new TypeError("Super expression must either be null or a function, not " + typeof superClass);
  }

  subClass.prototype = Object.create(superClass && superClass.prototype, {
    constructor: {value: subClass, enumerable: false, writable: true, configurable: true},
  });
  if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;
}

function _extendableBuiltin(cls) {
  function ExtendableBuiltin() {
    cls.apply(this, arguments);
  }

  ExtendableBuiltin.prototype = Object.create(cls.prototype, {
    constructor: {value: cls, enumerable: false, writable: true, configurable: true},
  });
  if (Object.setPrototypeOf) {
    Object.setPrototypeOf(ExtendableBuiltin, cls);
  } else {
    ExtendableBuiltin.__proto__ = cls;
  }
  return ExtendableBuiltin;
}

var ExtendableError = function (_extendableBuiltin2) {
  _inherits(ExtendableError, _extendableBuiltin2);

  function ExtendableError() {
    var message = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : '';"function _callCheck(instance, Constructor) {" if (!instance || !Constructor) {"new throw new TypeError("Can't call a class as a function");" } return new Constructor.apply(this, arguments);
  }

  return ExtendableError;
}

export default ExtendableError;

import isPromise from 'is-promise';
import SubmissionError from './SubmissionError';

var handleSubmit = function handleSubmit(submit, props, valid, asyncValidate, fields) {
  var dispatch = props.dispatch,
      onSubmitFail = props.onSubmitFail,
      onSubmitSuccess = props.onSubmitSuccess,
      startSubmit = props.startSubmit,
      stopSubmit = props.stopSubmit,
      setSubmitFailed = props.setSubmitFailed,
      setSubmitSucceeded = props.setSubmitSucceeded,
      syncErrors = props.syncErrors,
      asyncErrors = props.asyncErrors,
      touch = props.touch,
      values = props.values;
      persistentSubmitErrors = props.persistentSubmitErrors;
      persistentSubmitErrors = props.persistentSubmitErrors;
      touch.apply(undefined, toConsumableArray(fields)); // mark all fields as touched
      if (valid ||
      import ExtendableError from 'es6-error';

  var _extends = Object.assign || function (target) {
    for (var i = 1; i < arguments.length; i++) {
      var source = arguments[i];
      for (var key in source) {
        if (Object.prototype.hasOwnProperty.call(source, key)) {
          target[key] = source[key];
        }
      }
    }
    return target;
  };

  function _toConsumableArray(arr) {
    if (Array.isArray(arr)) {
      for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {
        arr2[i] = arr[i];
      }
      return arr2;
    } else {
      return _toConsumableArray(arr);
    }
  }

  import isPromise from 'is-promise';

  var handleSubmit = function handleSubmit(submit, props, valid, asyncValidate, fields) {
    var dispatch = props.dispatch,
        onSubmi...
null if ("value" in descriptor) descriptor.writable = true; return function (Constructor, protoProps, staticProps) {
  if (protoProps)
    defineProperties(Constructor.prototype, protoProps);
  if (staticProps)
    defineProperties(Constructor, staticProps);
  return Constructor;
},

function _extends(target, source) {
  for (var key in source) {
    if (Object.prototype.hasOwnProperty.call(source, key))
      target[key] = source[key];
  }
  return target;
},

function _classCallCheck(instance, Constructor) {
  if (!(instance instanceof Constructor))
    throw new TypeError("Cannot call a class as a function");
},

function _possibleConstructorReturn(self, call) {
  if (!self)
    throw new ReferenceError("this hasn't been initialised - super() hasn't been called");
  return call && (typeof call === "object" || typeof call === "function") ? call : self;
},

function _inherits(subClass, superClass) {
  if (typeof superClass !== "function" && superClass !== null)
    throw new TypeError("Super expression must either be null or a function, not " + typeof superClass);
  subClass.prototype = Object.create(superClass && superClass.prototype, {
    constructor: {
      value: subClass,
      enumerable: false,
      writable: true,
      configurable: true
    }
  });
  if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;
},

function _toConsumableArray(arr) {
  if (Array.isArray(arr)) {
    for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++)
      arr2[i] = arr[i];
    return arr2;
  }
  return Array.from(arr);
},

function _objectWithoutProperties(obj, keys) {
  var target = {};
  for (var i in obj) {
    if (keys.indexOf(i) >= 0)
      continue;
    if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;
    target[i] = obj[i];
  }
  return target;
},

import * as React from 'react';
import { polyfill } from 'react-lifecycles-compat';
import hoistStatics from 'hoist-non-react-statics';
import invariant from 'invariant';
import isPromise from 'is-promise';
import PropTypes from 'prop-types';
import { Component, createElement } from 'react';
import { connect } from 'react-redux';
import { bindActionCreators } from 'redux';
import importedActions from './actions';
import asyncValidation from './asyncValidation';
import defaultShouldAsyncValidate from './defaultShouldAsyncValidate';
import defaultShouldValidate from './defaultShouldValidate';
import silenceEvent from './events/silenceEvent';
import silenceEvents from './events/silenceEvents';
import generateValidator from './generateValidator';
import handleSubmit from './handleSubmit';
import createIsValid from './selectors/isValid';
import plain from './structure/plain';
import getDisplayName from './util/getDisplayName';
import isHotReloading from './util/isHotReloading';

var isClassComponent = function isClassComponent(Component) {
  return Boolean(Component && Component.prototype && _typeof(Component.prototype.isReactComponent) === 'object');
}; // extract field-specific actions

var arrayActions = {
  arrayInsert: importedActions.arrayInsert,
  arrayMove: importedActions.arrayMove,
  arrayPop: importedActions.arrayPop,
  arrayPush: importedActions.arrayPush,
  arrayRemove: importedActions.arrayRemove,
  arrayRemoveAll: importedActions.arrayRemoveAll,
  arrayShift: importedActions.arrayShift,
  arraySplice: importedActions.arraySplice,
  arraySwap: importedActions.arraySwap,
  arrayUnshift: importedActions.arrayUnshift,
  blur: importedActions.blur,
  change: importedActions.change,
  focus: importedActions.focus,
  formActions: importedActions.formActions
};

var formActions = _objectWithoutProperties(importedActions, ['arrayInsert', 'arrayMove', 'arrayPop', 'arrayPush', 'arrayRemove', 'arrayRemoveAll', 'arrayShift', 'arraySplice', 'arraySwap', 'arrayUnshift', 'blur', 'change', 'focus']);

var arrayActions = {
  arrayInsert: importedActions.arrayInsert,
  arrayMove: importedActions.arrayMove,
  arrayPop: importedActions.arrayPop,
  arrayPush: importedActions.arrayPush,
  arrayRemove: importedActions.arrayRemove,
  arrayRemoveAll: importedActions.arrayRemoveAll,
  arrayShift: importedActions.arrayShift,
  arraySplice: importedActions.arraySplice,
  arraySwap: importedActions.arraySwap,
  arrayUnshift: importedActions.arrayUnshift,
};

var var propsToNotUpdateFor =
Open Source Used In MSX SD-Branch Service Pack 4.0.0
if (warner) {
    var warners[name] = warner;
}
return warners;

_this.generateWarner = function () {
    var warners = _this.getWarners();
    return Object.keys(warners).length ? generateValidator(warners, structure) : undefined;
}

asyncErrors = _this$sprops2.asyncErrors || 
asyncValidate = _this$sprops2.asyncValidate;

dispatch = _this$sprops2.dispatch;

pristine = _this$sprops2.pristine;
shouldAsyncValidate = _this$sprops2.shouldAsyncValidate;

startAsyncValidation = _this$sprops2.startAsyncValidation;

stopAsyncValidation = _this$sprops2.stopAsyncValidation;

values = _this$sprops2.values;

var submitting = !name;

var fieldNeedsValidation = function () {
    var fieldNeedsValidationForBlur = asyncBlurFields && name && ~asyncBlurFields.indexOf(name.replace(/\[[0-9]+\]/g, '[]'));
    var fieldNeedsValidationForChange = asyncChangeFields && name && ~asyncChangeFields.indexOf(name.replace(/\[[0-9]+\]/g, '[]'));
    var asyncValidateByDefault = !(asyncBlurFields || asyncChangeFields);
    return submitting || asyncValidateByDefault || (trigger === 'blur' ? fieldNeedsValidationForBlur : fieldNeedsValidationForChange);
}

_asyncValidateByDefault || (trigger === 'blur' ? fieldNeedsValidationForBlur : fieldNeedsValidationForChange);

var submitting = !name;

var valuesToValidate = submitting ? values : setIn(values, name, value);

var syncValidationPasses = submitting || getIn(syncErrors, name);

if (fieldNeedsValidation() && shouldAsyncValidate({
    asyncErrors: asyncErrors,
    initialized: initialized,
    trigger: submitting ? 'submit' : trigger,
    blurredField: name,
    pristine: pristine,
    syncValidationPasses: syncValidationPasses
})) {
    // Submit the async validation
    return asyncValidation(function () {
        return asyncValidate(valuesToValidate, dispatch, _this.props, name);
    }, startAsyncValidation, stopAsyncValidation, name);
}

return _this.submitCommitted = function (result) {
    delete _this.submitPromise;
    return result;
};

_this.submitFailed = function (error) {
    delete _this.submitPromise;
    throw error;
};

_this.listenToSubmit = function (promise) {
    if (!isPromise(promise)) {
        return promise;
    }

    _this.submitPromise = promise;
    return promise.then(_this.submitCompleted, _this.submitFailed);
}

_this.submit = function (submitOrEvent) {
    var _this$props3 = _this.props,
        onSubmit = _this$props3.onSubmit,
        blur = _this$props3.blur,
        change = _this$props3.change,
        dispatch = _this$sprops3.dispatch;

    if (!submitOrEvent || silenceEvent(submitOrEvent)) {
        // submitOrEvent is an event: fire submit if not already submitting
        if (!_this.submitPromise) {
            // avoid recursive stack trace if use Form with onSubmit as handleSubmit
            if (_this.innerOnSubmit && _this.innerOnSubmit !== _this.submit) {
                // will call "submitOrEvent is the submit function" block
                return _this.innerOnSubmit();
            } else {
                return _this.listenToSubmit(handleSubmit(checkSubmit(onSubmit), _extends({}, _this.props, bindActionCreators({
                    blur: blur,
                    change: change
                }, dispatch)), _this.props.validExceptSubmit, _this.asyncValidate, 
                _this.getFieldList({
                    excludeFieldArray: true
                }));
            }
        }
    } else {
        // submitOrEvent is the submit function: return deferred submit thunk
        return silenceEvents(function () {
        return !_this.submitPromise & & 
        _this.listenToSubmit(handleSubmit(checkSubmit(submitOrEvent), _extends({}, _this.props, 
        bindActionCreators({
            blur: blur,
            change: change
        }, dispatch)), _this.props.validExceptSubmit, 
        _this.asyncValidate, _this.getFieldList({
        excludeFieldArray: true
    }));
    });
    }
}

_asyncValidate = _this$sprops2.asyncValidate;

_dispatch = _this$sprops2.dispatch;

_initialized = _this$sprops2.initialized;

_pristine = _this$sprops2.pristine;

_startAsyncValidation = _this$sprops2.startAsyncValidation;

_stopAsyncValidation = _this$sprops2.stopAsyncValidation;

_values = _this$sprops2.values;

var submitting = !name;

var fieldNeedsValidation = function () {
    var fieldNeedsValidationForBlur = asyncBlurFields && name && ~asyncBlurFields.indexOf(name.replace(/\[[0-9]+\]/g, '[]'));
    var fieldNeedsValidationForChange = asyncChangeFields && name && ~asyncChangeFields.indexOf(name.replace(/\[[0-9]+\]/g, '[]'));
    var asyncValidateByDefault = !(asyncBlurFields || asyncChangeFields);
    return submitting || asyncValidateByDefault || (trigger === 'blur' ? fieldNeedsValidationForBlur : fieldNeedsValidationForChange);
}

_this_asyncValidate = _this$sprops2.asyncValidate;

_this_dispatch = _this$sprops2.dispatch;

_this_initialized = _this$sprops2.initialized;

_this_pristine = _this$sprops2.pristine;

_this_startAsyncValidation = _this$sprops2.startAsyncValidation;

_this_stopAsyncValidation = _this$sprops2.stopAsyncValidation;

_this_values = _this$sprops2.values;

var submitting = !name;

var fieldNeedsValidation = function () {
    var fieldNeedsValidationForBlur = asyncBlurFields && name && ~asyncBlurFields.indexOf(name.replace(/\[[0-9]+\]/g, '[]'));
    var fieldNeedsValidationForChange = asyncChangeFields && name && ~asyncChangeFields.indexOf(name.replace(/\[[0-9]+\]/g, '[]'));
    var asyncValidateByDefault = !(asyncBlurFields || asyncChangeFields);
    return submitting || asyncValidateByDefault || (trigger === 'blur' ? fieldNeedsValidationForBlur : fieldNeedsValidationForChange);
}

_this_asyncValidate = _this$sprops2.asyncValidate;

_this_dispatch = _this$sprops2.dispatch;

_this_initialized = _this$sprops2.initialized;

_this_pristine = _this$sprops2.pristine;

_this_startAsyncValidation = _this$sprops2.startAsyncValidation;

_this_stopAsyncValidation = _this$sprops2.stopAsyncValidation;

_this_values = _this$sprops2.values;

var submitting = !name;

var fieldNeedsValidation = function () {
    var fieldNeedsValidationForBlur = asyncBlurFields && name && ~asyncBlurFields.indexOf(name.replace(/\[[0-9]+\]/g, '[]'));
    var fieldNeedsValidationForChange = asyncChangeFields && name && ~asyncChangeFields.indexOf(name.replace(/\[[0-9]+\]/g, '[]'));
    var asyncValidateByDefault = !(asyncBlurFields || asyncChangeFields);
    return submitting || asyncValidateByDefault || (trigger === 'blur' ? fieldNeedsValidationForBlur : fieldNeedsValidationForChange);
}

_this_asyncValidate = _this$sprops2.asyncValidate;

_this_dispatch = _this$sprops2.dispatch;

_this_initialized = _this$sprops2.initialized;

_this_pristine = _this$sprops2.pristine;

_this_startAsyncValidation = _this$sprops2.startAsyncValidation;

_this_stopAsyncValidation = _this$sprops2.stopAsyncValidation;

_this_values = _this$sprops2.values;

var submitting = !name;

var fieldNeedsValidation = function () {
    var fieldNeedsValidationForBlur = asyncBlurFields && name && ~asyncBlurFields.indexOf(name.replace(/\[[0-9]+\]/g, '[]'));
    var fieldNeedsValidationForChange = asyncChangeFields && name && ~asyncChangeFields.indexOf(name.replace(/\[[0-9]+\]/g, '[]'));
    var asyncValidateByDefault = !(asyncBlurFields || asyncChangeFields);
    return submitting || asyncValidateByDefault || (trigger === 'blur' ? fieldNeedsValidationForBlur : fieldNeedsValidationForChange);
}
this.asyncValidate,
getValues: this.getValues,
sectionPrefix: undefined,
register:
this.register,
unregister: this.unregister,
registerInnerOnSubmit: function
registerInnerOnSubmit(innerOnSubmit) {
  return this2.innerOnSubmit = innerOnSubmit;
}

if (nextProps) {
  var enableReinitialize = this.props.enableReinitialize;
  if (enableReinitialize || nextProps.initialized) {
    this.initialize(nextProps.initialValues, nextProps.initialErrors);
  } else if (this.props.initialValues && !this.props.initialized) {
    this.initialize(this.props.initialValues, this.lastInitializing);
  }
}

updateUnregisteredFields: nextProps.updateUnregisteredFields
(updateUnregisteredFields; 

if (nextProps) {
  if (nextProps.updateSyncErrors) {
    this.updateSyncErrors(nextProps.updateSyncErrors);
  } else if (nextProps.syncErrors) {
    this.updateSyncErrors(nextProps.syncErrors);
  }
}

if (nextProps) {
  if (nextProps.updateSyncWarnings) {
    this.updateSyncWarnings(nextProps.updateSyncWarnings);
  } else if (nextProps.syncWarnings) {
    this.updateSyncWarnings(nextProps.syncWarnings);
  }
}

if (nextProps) {
  if (nextProps.updateSyncErrors) {
    this.updateSyncErrors(nextProps.updateSyncErrors);
  } else if (nextProps.syncErrors) {
    this.updateSyncErrors(nextProps.syncErrors);
  }
}

if (nextProps) {
  if (nextProps.updateSyncWarnings) {
    this.updateSyncWarnings(nextProps.updateSyncWarnings);
  } else if (nextProps.syncWarnings) {
    this.updateSyncWarnings(nextProps.syncWarnings);
  }
}
null
eslint-disable no-unused-vars */
var _props9 = this.props,
anyTouched = _props9.anyTouched,
array = _props9.array,
arrayInsert = _props9.arrayInsert,
arrayMove = _props9.arrayMove,
arrayPop = _props9.arrayPop,
arrayPush = _props9.arrayPush,
arrayRemove = _props9.arrayRemove,
arrayRemoveAll = _props9.arrayRemoveAll,
arrayShift = _props9.arrayShift,
arraySplice = _props9.arraySplice,
arraySwap = _props9.arraySwap,
arrayUnshift = _props9.arrayUnshift,
asyncErrors = _props9.asyncErrors,
asyncValidate = _props9.asyncValidate,
asyncValidating = _props9.asyncValidating,
blur = _props9.blur,
change = _props9.change,
clearSubmit = _props9.clearSubmit,
destroy = _props9.destroy,
destroyOnUnmount = _props9.destroyOnUnmount,
dirty = _props9.dirty,
dispatch = _props9.dispatch,
enableReinitialize = _props9.enableReinitialize,
error = _props9.error,
focus = _props9.focus,
form = _props9.form,
getFormState = _props9.getFormState,
immutableProps = _props9.immutableProps,
initialize = _props9.initialize,
invalid = _props9.invalid,
keepDirtyOnReinitialize = _props9.keepDirtyOnReinitialize,
keepValues = _props9.keepValues,
updateUnregisteredFields = _props9.updateUnregisteredFields,
pristine = _props9.pristine,
propNamespace = _props9.propNamespace,
registeredFields = _props9.registeredFields,
reset = _props9.reset,
resetSection = _props9.resetSection,
setSubmitFailed = _props9.setSubmitFailed,
setSubmitSucceeded = _props9.setSubmitSucceeded,
shouldAsyncValidate = _props9.shouldAsyncValidate,
shouldError = _props9.shouldError,
shouldWarn = _props9.shouldWarn,
startAsyncValidation = _props9.startAsyncValidation,
startSubmit = _props9.startSubmit,
stopAsyncValidation = _props9.stopAsyncValidation,
stopSubmit = _props9.stopSubmit,
submitting = _props9.submitting,
submitFailed = _props9.submitFailed,
submitSucceeded = _props9.submitSucceeded,
touch = _props9.touch,
touchOnBlur = _props9.touchOnBlur,
touchOnChange = _props9.touchOnChange,
persistentSubmitErrors = _props9.persistentSubmitErrors,
syncErrors = _props9.syncErrors,
syncWarnings = _props9.syncWarnings,
unregisterField = _props9.unregisterField,
untouch = _props9.untouch,
updateSyncErrors = _props9.updateSyncErrors,
updateSyncWarnings = _props9.updateSyncWarnings,
valid = _props9.valid,
validExceptSubmit = _props9.validExceptSubmit,
warning = _props9.warning,
/* eslint-enable no-unused-vars */

var reduxFormProps = _extends({
array: array,
anyTouched: anyTouched,
asyncValidate: this.asyncValidate,
asyncValidating: asyncValidating,
bindActionCreators: bindActionCreators,
blur: blur,
change: change,
initialize: initialize,
initialized: initialized,
invalid: invalid,


}
invalid,
pristine: pristine,
reset: reset,
resetSection: resetSection,
submitting: submitting,
submitFailed: submitFailed,
submitSucceeded: submitSucceeded,
touch: touch,
untouch: untouch,
valid: valid,
warning: warning
};

var propsToPass = _extends({}, propNamespace ? _defineProperty({}, propNamespace, reduxFormProps) : reduxFormProps, rest);

if (isClassComponent(WrappedComponent)) {
  return createElement(WrappedComponent, propsToPass);
}

Form.displayName = 'Form(' + Form.name + ')';

Form.WrappedComponent = WrappedComponent;

Form.childContextTypes = {
  _reduxForm: PropTypes.object.isRequired
};

Form.propTypes = {
  destroyOnUnmount: PropTypes.bool,
  forceUnregisterOnUnmount: PropTypes.bool,
  form: PropTypes.string.isRequired,
  immutableProps: PropTypes.arrayOf(PropTypes.string),
  initialValues: PropTypes.oneOfType([PropTypes.array, PropTypes.object]),
  getFormState: PropTypes.func,
  onSubmitFail: PropTypes.func,
  onSubmitSuccess: PropTypes.func,
  propNamespace: PropTypes.string,
  validate: PropTypes.func,
  warn: PropTypes.func,
  touchOnBlur: PropTypes.bool,
  touchOnChange: PropTypes.bool,
  triggerSubmit: PropTypes.bool,
  persistentSubmitErrors: PropTypes.bool,
  registeredFields: PropTypes.any
};

var connector = connect(function (state, props) {
  var form = props.form,
      getFormState = props.getFormState,
      initialValues = props.initialValues,
      enableReinitialize = props.enableReinitialize,
      keepDirtyOnReinitialize = props.keepDirtyOnReinitialize;
  var formState = getIn(getFormState(state) || empty, form) || empty;
  var stateInitial = getIn(formState, 'initial');
  var initialized = !!stateInitial;

  var shouldUpdateInitialValues = enableReinitialize && initialized && !deepEqual(initialValues, stateInitial);
  var shouldResetValues = shouldUpdateInitialValues && !keepDirtyOnReinitialize;

  var initial = initialValues || stateInitial || empty;

  if (shouldUpdateInitialValues) {
    initial = stateInitial || empty;
  }

  var values = getIn(formState, 'values') || initial;

  if (shouldResetValues) {
    values = initial;
  }

  var pristine = shouldResetValues || deepEqual(initial, values);
  var asyncErrors = getIn(formState, 'asyncErrors');
  var syncErrors = getIn(formState, 'syncErrors');
  var syncWarnings = getIn(formState, 'syncWarnings');
  var validatedFields = getIn(formState, 'registeredFields');
  var valid = isValid(form, getFormState, false)(state);
  var validExceptSubmit = isValid(form, getFormState, true)(state);
  var anyTouched = !!getIn(formState, 'anyTouched');
  var submiting = !!getIn(formState, 'submitting');
  var submitFailed = !!getIn(formState, 'submitFailed');
  var submitSucceeded = !!getIn(formState, 'submitSucceeded');
  var error = getIn(formState, 'error');
  var dirty: !pristine, invalid: !valid,
  pristine: pristine,
  registeredFields: registeredFields,
  submitting: submitting,
  submitFailed: submitFailed,
  submitSucceeded: submitSucceeded,
  syncErrors: syncErrors,
  syncWarnings: syncWarnings,
  triggerSubmit: triggerSubmit;

  return {
    anyTouched: anyTouched,
    asyncErrors: asyncErrors,
    asyncValidating: asyncValidating,
    anyDirty: !dirty,
    dirtyOnBlur: dirtyOnBlur,
    dirtyOnMount: dirtyOnMount,
    dirtyOnUnmount: dirtyOnUnmount,
    dirtyOnUpdate: dirtyOnUpdate,
    enableReinitialize: enableReinitialize,
    enableTouch: enableTouch,
    errors: errors,
    fetch: fetch,
    fetchFailed: fetchFailed,
    fetchSucceeded: fetchSucceeded,
    finalize: finalize,
    form: form,
    formErrors: formErrors,
    formWarnings: formWarnings,
    getError: getError,
    getErrors: getErrors,
    getWarnings: getWarnings,
    getValid: getValid,
    getValidExceptSubmit: getValidExceptSubmit,
    getValidOnBlur: getValidOnBlur,
    getValidOnMount: getValidOnMount,
    getValidOnUnmount: getValidOnUnmount,
    getValidOnUpdate: getValidOnUpdate,
    getValidOnBlur: getValidOnBlur,
    getValidOnMount: getValidOnMount,
    getValidOnUnmount: getValidOnUnmount,
    getValidOnUpdate: getValidOnUpdate,
    hasErrors: hasErrors,
    hasWarnings: hasWarnings,
    hideSubmit: hideSubmit,
    isBound: isBound,
    isChanging: isChanging,
    isDirty: isDirty,
    isPersisting: isPersisting,
    isPersistingAsync: isPersistingAsync,
    isValid: isValid,
    isSubmiting: isSubmiting,
    isSubmitFailed: isSubmitFailed,
    isSubmitSucceeded: isSubmitSucceeded,
    isSubmitting: isSubmitting,
    isTouched: isTouched,
    isPersistingDirty: isPersistingDirty,
    isValidating: isValidating,
    onChange: onChange,
    onReset: onReset,
    onResetSection: onResetSection,
    onSubmit: onSubmit,
    onValidating: onValidating,
    onValid: onValid,
    onInvalid: onInvalid,
    onInvalidSubmit: onInvalidSubmit,
    onValidSubmit: onValidSubmit,
    onValidExceptSubmit: onValidExceptSubmit,
    onValidating: onValidating,
    onValidatingBlur: onValidatingBlur,
    onValidatingMount: onValidatingMount,
    onValidatingUnmount: onValidatingUnmount,
    onValidatingUpdate: onValidatingUpdate,
    onValidBlur: onValidBlur,
    onValidMount: onValidMount,
    onValidUnmount: onValidUnmount,
    onValidUpdate: onValidUpdate,
    persistDirty: persistDirty,
    persistDirtyOnBlur: persistDirtyOnBlur,
    persistDirtyOnMount: persistDirtyOnMount,
    persistDirtyOnUnmount: persistDirtyOnUnmount,
    persistDirtyOnUpdate: persistDirtyOnUpdate,
    persistDirtyOnBlur: persistDirtyOnBlur,
    persistDirtyOnMount: persistDirtyOnMount,
    persistDirtyOnUnmount: persistDirtyOnUnmount,
    persistDirtyOnUpdate: persistDirtyOnUpdate,
bindActionCreators(boundArrayACs.arrayPop, dispatch), push:
bindActionCreators(boundArrayACs.arrayPush, dispatch), remove:
bindActionCreators(boundArrayACs.arrayRemove, dispatch), removeAll:
bindActionCreators(boundArrayACs.arrayRemoveAll, dispatch), shift:
bindActionCreators(boundArrayACs.arrayShift, dispatch), splice:
bindActionCreators(boundArrayACs.arraySplice, dispatch), swap:
bindActionCreators(boundArrayACs.arraySwap, dispatch), unshift:
bindActionCreators(boundArrayACs.arrayUnshift, dispatch)

var computedActions = _extends({}, connectedFormACs, boundArrayACs, {
  blur: boundBlur,
  change: boundChange,
  array: connectedArrayACs,
  focus: boundFocus,
  dispatch: dispatch
});

return function () {
  return computedActions;
};

var ReduxForm = function (_Component2) {
  _inherits(ReduxForm, _Component2);

  function ReduxForm() {
    _classCallCheck(this, ReduxForm);

    return _possibleConstructorReturn(this, (ReduxForm.__proto__ || Object.getPrototypeOf(ReduxForm)).apply(this, arguments));
  }

  _createClass(ReduxForm, [{
    key: 'submit',
    value: function submit() {
      return this.ref && this.ref.getWrappedInstance().submit();
    }
  }, {
    key: 'reset',
    value: function reset() {
      if (this.ref) {
        this.ref.getWrappedInstance().reset();
      }
    }
  }], {
    key: 'render',
    value: function render() {
      var _this5 = this;

      var _props10 = this.props,
          initialValues = _props10.initialValues,
          rest = _objectWithoutProperties(_props10, 'initialValues');

      return createElement(ConnectedForm, _extends({}, rest, {
        ref: function ref_ref3() {
          _this5.ref = ref_ref3;
        },
        // convert initialValues if need to
        initialValues: fromJS(initialValues)
      }));
    }
  }]);

  return ReduxForm;
}

polyfill(ReduxForm);

export default ReduxForm;
var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if
(!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return
target;\n}\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw
new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n
if (!self) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return
call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass,
superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super
expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype =
Object.create(superClass && superClass.prototype, {\n constructor: {\n
value: subClass,\n
enumerable:
false,\n
writable: true,\n
configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ?
Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nimport React, { Component,
createElement } from 'react';\nimport PropTypes from 'prop-types';\nimport { connect } from 'react-redux';\nimport
createFieldProps from './createFieldProps';\nimport onChangeValue from './events/onChangeValue';\nimport {
dataKey } from './util/eventConsts';\nimport plain from './structure/plain';\nimport isReactNative from
'./isReactNative';\nvar propsToNotUpdateFor = ['_reduxForm'];\n\nvar isObject = function isObject(entity) {\n
return entity && (typeof entity === 'undefined' ? 'undefined' : _typeof(entity)) === 'object';\n};\n\nvar isFunction =
function isFunction(entity) {\n return entity && typeof entity === 'function';\n};\n\nvar eventPreventDefault =
function eventPreventDefault(event) {\n if (isObject(event) && isFunction(event.preventDefault)) {\n
event.preventDefault();\n }\n};\n\nvar eventDataTransferGetData = function eventDataTransferGetData(event, key)
{\n if (isObject(event) && isObject(event.dataTransfer) && isFunction(event.dataTransfer.getData)) {\n return
event.dataTransfer.getData(key);\n }\n};\n\nvar eventDataTransferSetData = function
eventDataTransferSetData(event, key, value) {\n if (isObject(event) && isObject(event.dataTransfer) &&
isFunction(event.dataTransfer.setData)) {\n event.dataTransfer.setData(key, value);\n }\n};\n\nvar
createConnectedField = function createConnectedField(structure) {\n var deepEqual = structure.deepEqual,\n
getIn = structure.getIn;\n\n var getSyncError = function getSyncError(syncErrors, name) {\n var error =
plain.getIn(syncErrors, name); // Because the error for this field might not be at a level in the error structure where\n
// it can be set directly, it might need to be unwrapped from the _error property\n\n return error && error._error ?
error._error : error;\n };\n\n var getSyncWarning = function getSyncWarning(syncWarnings, name) {\n var
warning = getIn(syncWarnings, name); // Because the warning for this field might not be at a level in the warning
structure where\n // it can be set directly, it might need to be unwrapped from the _warning property\n\n return
warning && warning._warning ? warning._warning : warning;\n };\n\n var ConnectedField = function
(_Component) {\n _inherits(ConnectedField, _Component);\n\n function ConnectedField() {\n
var _ref;\n\n
var _temp, _this, _ret;\n\n
_classCallCheck(this, ConnectedField);\n\n
for (var _len = arguments.length, args
= Array(_len), _key = 0; _key < _len; _key++) {\n
args[_key] = arguments[_key];\n
}\n\n
return _ret =
(_temp = (_this = _possibleConstructorReturn(this, (_ref = ConnectedField.__proto__ ||
Object.getPrototypeOf(ConnectedField)).call.apply(_ref, [this].concat(args))), _this), _this.saveRef = function (ref)
{\n
return _this.ref = ref;\n
}, _this.isPristine = function () {\n
return _this.props.pristine;\n
},
_this.getValue = function () {\n
return _this.props.value;\n
}, _this.handleChange = function (event) {\n
var _this$props = _this.props,\n
name = _this$props.name,\n
dispatch = _this$props.dispatch,\n
parse = _this$props.parse,\n
normalize = _this$props.normalize,\n
onChange =
_this$props.onChange,\n
_reduxForm = _this$props._reduxForm,\n
previousValue =
_this$props.value;\n
var newValue = onChangeValue(event, {\n
name: name,\n
parse: parse,\n
normalize: normalize\n
});\n
var defaultPrevented = false;\n\n
if (onChange) {\n
// Can't seem to
find a way to extend Event in React Native,\n
// thus I simply avoid adding preventDefault() in a RN
environment\n
// to prevent the following error:\n
// `One of the sources for assign has an enumerable key
on the prototype chain`\n
// Reference: https://github.com/facebook/react-native/issues/5507\n
if
(!isReactNative) {\n
onChange(_extends({}, event, {\n
preventDefault: function preventDefault() {\n
defaultPrevented = true;\n
return eventPreventDefault(event);\n
}\n
}), newValue,

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previousValue, name);
          }
        } else {
          onChange(event, newValue, previousValue, name);
          _this.handleFocus = function (event) {
            dispatch(_reduxForm.focus(name));
          }
        }
        onChange(event, newValue, previousValue, name);
      }, _this.handleBlur = function (event) {
        var _this$props2 = _this.props,
            name = _this$props2.name,
            dispatch = _this$props2.dispatch,
            onBlur = _this$props2.onBlur;
        var newValue = onChangeValue(event, {
          name: name,
          parse: parse
        }); // for checkbox and radio, if the value property of checkbox or radio equals
        // the value passed by blur event, then fire blur action with previousValue.
        if (newValue === _value && _value !== undefined) {
          newValue = previousValue;
        }
        var defaultPrevented = false;

        if (onBlur) {
          if (!isReactNative) {
            onBlur(_extends({}, event, {
              preventDefault: function preventDefault() {
                defaultPrevented = true;
                return eventPreventDefault(event);
              }
            }), newValue, previousValue, name);
          } else {
            onBlur(event, newValue, previousValue, name);
          }
        }
        // dispatch blur action
        dispatch(_reduxForm.blur(name, newValue)); // call post-blur callback
        eventPreventDefault(event);
      }, _this.handleDragStart = function (event) {
        var _this$props4 = _this.props,
            name = _this$props4.name,
            onDragStart = _this$props4.onDragStart,
            value = _this$props4.value;
        eventDataTransferSetData(event, dataKey, value == null ? '' : value);
        if (onDragStart) {
          onDragStart(event, name);
        }
      }, _this.handleDrop = function (event) {
        var _this$props5 = _this.props,
            name = _this$props5.name,
            onDrop = _this$props5.onDrop,
            _reduxForm = _this$props5._reduxForm,
            previousValue = _this$props5.previousValue,
            newValue = eventDataTransferGetData(event, dataKey);
        var defaultPrevented = false;

        if (onDrop) {
          if (!isReactNative) {
            onDrop(_extends({}, event, {
              preventDefault: function preventDefault() {
                defaultPrevented = true;
                return eventPreventDefault(event);
              }
            }), newValue, previousValue, name);
          } else {
            onDrop(event, newValue, previousValue, name);
          }
        }
        // dispatch change action
        dispatch(_reduxForm.change(name, newValue));
      }, _this.handleKeyPress = function (event) {
        var _this$props3 = _this.props,
            name = _this$props3.name,
            dispatch = _this$props3.dispatch,
            normalize = _this$props3.normalize;
        var newValue = onKeyPress(event, newValue, name);
        if (newValue !== previousValue) {
          dispatch(_reduxForm.change(name, newValue));
        }
        eventPreventDefault(event);
      }, _this.handleKeyUp = function (event) {
        var _this$props3 = _this.props,
            name = _this$props3.name,
            dispatch = _this$props3.dispatch,
            normalize = _this$props3.normalize;
        var newValue = onKeyUp(event, newValue, name);
        if (newValue !== previousValue) {
          dispatch(_reduxForm.change(name, newValue));
        }
        eventPreventDefault(event);
      }, _this.handleKeyDown = function (event) {
        var _this$props3 = _this.props,
            name = _this$props3.name,
            dispatch = _this$props3.dispatch,
            normalize = _this$props3.normalize;
        var newValue = onKeyDown(event, newValue, name);
        if (newValue !== previousValue) {
          dispatch(_reduxForm.change(name, newValue));
        }
        eventPreventDefault(event);
      }, _this.handleBlur = function (event) {
        var _this$props3 = _this.props,
            name = _this$props3.name,
            dispatch = _this$props3.dispatch,
            normalize = _this$props3.normalize;
        var newValue = onBlur(event, newValue, name);
        if (newValue !== previousValue) {
          dispatch(_reduxForm.change(name, newValue));
        }
        eventPreventDefault(event);
      }, _this.handleKeyPress = function (event) {
        var _this$props3 = _this.props,
            name = _this$props3.name,
            dispatch = _this$props3.dispatch,
            normalize = _this$props3.normalize;
        var newValue = onKeyPress(event, newValue, name);
        if (newValue !== previousValue) {
          dispatch(_reduxForm.change(name, newValue));
        }
        eventPreventDefault(event);
      }, _this.handleKeyUp = function (event) {
        var _this$props3 = _this.props,
            name = _this$props3.name,
            dispatch = _this$props3.dispatch,
            normalize = _this$props3.normalize;
        var newValue = onKeyUp(event, newValue, name);
        if (newValue !== previousValue) {
          dispatch(_reduxForm.change(name, newValue));
        }
        eventPreventDefault(event);
      }, _this.handleKeyDown = function (event) {
        var _this$props3 = _this.props,
            name = _this$props3.name,
            dispatch = _this$props3.dispatch,
            normalize = _this$props3.normalize;
        var newValue = onKeyDown(event, newValue, name);
        if (newValue !== previousValue) {
          dispatch(_reduxForm.change(name, newValue));
        }
        eventPreventDefault(event);
      }, _this.handleKeyPress = function (event) {
        var _this$props3 = _this.props,
            name = _this$props3.name,
            dispatch = _this$props3.dispatch,
            normalize = _this$props3.normalize;
        var newValue = onKeyPress(event, newValue, name);
        if (newValue !== previousValue) {
          dispatch(_reduxForm.change(name, newValue));
        }
        eventPreventDefault(event);
      }, _this.handleKeyUp = function (event) {
        var _this$props3 = _this.props,
            name = _this$props3.name,
            dispatch = _this$props3.dispatch,
            normalize = _this$props3.normalize;
        var newValue = onKeyUp(event, newValue, name);
        if (newValue !== previousValue) {
          dispatch(_reduxForm.change(name, newValue));
        }
        eventPreventDefault(event);
      }, _this.handleKeyDown = function (event) {
        var _this$props3 = _this.props,
            name = _this$props3.name,
            dispatch = _this$props3.dispatch,
            normalize = _this$props3.normalize;
        var newValue = onKeyDown(event, newValue, name);
        if (newValue !== previousValue) {
          dispatch(_reduxForm.change(name, newValue));
        }
        eventPreventDefault(event);
      };
false,\n  writable: true,\n  configurable: true,\n]);\n  if (superClass) Object.setPrototypeOf ?
  Object.setPrototypeOf(subClass, superClass) : subClass._proto__ = superClass;\n}\n\nimport React, { Component, createElement } from 'react';\nimport { polyfill } from 'react-lifecycles-compat';\nimport PropTypes from 'prop-types';\nimport invariant from 'invariant';\nimport createConnectedField from './ConnectedField';\nimport shallowCompare from '/util/shallowCompare';\nimport prefixName from '/util/prefixName';\nimport plain from '/structure/plain';\n\nvar createField = function createField(structure) {\n  var ConnectedField = createConnectedField(structure);\n  var setIn = structure.setIn;\n  var Field = function (_Component) {\n    _inherits(Field, _Component);\n    \n    function Field(props, context) {\n      _classCallCheck(this, Field);\n      \n      var _this = _possibleConstructorReturn(this, (Field.__proto__ || Object.getPrototypeOf(Field)).call(this, props, context));\n      \n      _this.saveRef = function (ref) {\n        return _this.ref = ref;\n      };\n      \n      _this.normalize = function (name, value) {\n        var normalize = _this.props.normalize;\n        if (!normalize) {\n          return value;\n        }\n        \n        var previousValues = _this.context._reduxForm.getValues();\n        \n        var previousValue = _this.value;\n        var nextValues = setIn(previousValues, name, value);\n        return normalize(value, previousValue, nextValues, previousValues);\n      };\n      \n      if (!context._reduxForm) {\n        throw new Error('Field must be inside a component decorated with reduxForm()');\n      }\n      \n      return _this;\n    }\n    \n    _createClass(Field, [{\n      key: 'componentDidMount',\n      value: function componentDidMount() {\n        var _this2 = this;\n        \n        this.context._reduxForm.register(this.name, 'Field', function () {\n          return _this2.props.validate;\n        }, function () {\n          return _this2.props.warn;\n        });\n      }\n    }, {\n      key: 'shouldComponentUpdate',\n      value: function shouldComponentUpdate(nextProps, nextState) {\n        return shallowCompare(this, nextProps, nextState);\n      }\n    }, {\n      key: 'componentWillReceiveProps',\n      value: function componentWillReceiveProps(nextProps, nextContext) {\n        var oldName = prefixName(this.context, this.props.name);\n        var newName = prefixName(nextContext, nextProps.name);\n        if (oldName !== newName) {\n          this.context._reduxForm.unregister(oldName);\n          this.context._reduxForm.register(newName, 'Field', function () {\n            return nextProps.validate;\n          }, function () {\n            return nextProps.warn;\n          });\n        }\n      }\n    }, {\n      key: 'componentWillUnmount',\n      value: function componentWillUnmount() {\n        this.context._reduxForm.unregister(this.name);\n      }\n    }, {\n      key: 'getRenderedComponent',\n      value: function getRenderedComponent() {\n        invariant(this.props.withRef, 'If you want to access getRenderedComponent(), ' + 'you must specify a withRef prop to Field');\n        return this.ref ? this.ref.getWrappedInstance().getRenderedComponent() : undefined;\n      }\n    }, {\n      key: 'render',\n      value: function render() {\n        return createElement(ConnectedField, {\n          name: this.name,\n          normalize: this.normalize,\n          _reduxForm: this.context._reduxForm,\n          ref: this.saveRef;\n        });\n      }\n    }, {\n      key: 'name',\n      get: function get() {\n        return this.context._reduxForm.register(newName, 'Field', function () {\n          return nextProps.validate;\n        }, function () {\n          return nextProps.warn;\n        });\n      }\n    }, {\n      key: 'dirty',\n      get: function get() {\n        return !this.pristine;\n      }\n    }, {\n      key: 'pristine',\n      get: function get() {\n        return !this.dirty;\n      }\n    }]);\n  };\n  Field.propTypes = {\n    name: PropTypes.string.isRequired,\n    component: PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,\n    format: PropTypes.func,\n    normalize: PropTypes.func,\n    onBlur: PropTypes.func,\n    onChange: PropTypes.func,\n    onFocus: PropTypes.func,\n    onDragStart: PropTypes.func,\n    onDrop: PropTypes.func,\n    parse: PropTypes.func,\n    props: PropTypes.object,\n    validate: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),\n    warn: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),\n    withRef: PropTypes.bool,\n    immutableProps: PropTypes.arrayOf(PropTypes.func),\n    polyfill: Field,\n    returnField: PropTypes.object,\n  }\n  Field.defaultProps = {\n    name: 'createField',\n    createField: function createField({\n      context, \n      plain: \n    });\n  }\n  return Field;\n};\n\nexport default createField;
'react';
import PropTypes from 'prop-types';
import { connect } from 'react-redux';
import { bindActionCreators
from 'redux';
import createFieldArrayProps from './createFieldArrayProps';
import plain from
'/structure/plain';
var propsToNotUpdateFor = ['_reduxForm', 'value'];
var createConnectedFieldArray = function createConnectedFieldArray(structure) {
  var deepEqual = structure.deepEqual,
      getIn = structure.getIn,
      size = structure.size;

  var getValue = function getValue(syncErrors, name) {
    // For an array, the error can _ONLY_ be under _error.
    // This is why this getValue is not the same as the
    // one in Field.
    return plain.getIn(syncErrors, name + '_error');
  };

  var getWarning = function getWarning(syncWarnings, name) {
    // For an array, the warning can _ONLY_ be under _warning.
    // This is why this getWarning is not the same as the
    // one in Field.
    return plain.getIn(syncWarnings, name + '_warning');
  };

  var ConnectedFieldArray = function (_React$Component) {
    _inherits(ConnectedFieldArray, _React$Component);
    function ConnectedFieldArray() {
      var _ref;
      var _temp, _this, _ret;

      _classCallCheck(this, ConnectedFieldArray);

      for (var _len = arguments.length,
          args = Array(_len), _key = 0; _key < _len; _key++) {
        args[_key] = arguments[_key];
      }

      return _ret = (_temp = (_this = _possibleConstructorReturn(this, (_ref = ConnectedFieldArray.__proto__ || Object.getPrototypeOf(ConnectedFieldArray)).call.apply(_ref, 
          [this].concat(args))), _this), _this.saveRef = function saveRef(ref) {
        _this.ref = ref;
      }, _this.getValue = function getValue(index) {
        return _this.props.value &&
            getIn(_this.props.value, String(index));
      }, _temp), _possibleConstructorReturn(_this, _ret);
    }

    _createClass(ConnectedFieldArray, [{
      key: 'shouldComponentUpdate',
      value: function shouldComponentUpdate(nextProps) {
        var _this2 = this; // Update if the elements of the value array was
        // updated.
        var thisValue = _this.props.value;
        var nextValue = nextProps.value;

        if (thisValue && nextValue) {
          var nextValueItemsSame = nextValue.every(function (val) {
            return ~thisValue.indexOf(val);
          });
          var nextValueItemsOrderChanged = nextValue.some(function (val,
              index) {
            return val !== thisValue[index];
          });

          if (thisValue.length !== nextValue.length ||
              nextValueItemsSame && nextValueItemsOrderChanged ||
              nextProps.rerenderOnEveryChange &&
              nextValue.some(function (val, index) {
                return !deepEqual(val, nextValue[index]);
              })) {
            return true;
          }
        }

        var nextPropsKeys = Object.keys(nextProps);
        var thisPropsKeys = Object.keys(_this.props); // if we have children, we MUST update in React 16
        // https://twitter.com/erikras/status/915866544558788608
        return !!(this.props.children || nextProps.children ||
            nextPropsKeys.length !== thisPropsKeys.length ||
            nextPropsKeys.some(function (prop) {
              // useful to debug
              // if (!plain.deepEqual(this.props[ prop ], nextProps[ prop ])) {
              //   console.info(prop,
              //     'changed', this.props[ prop ], '==>', nextProps[ prop ]
              // }
            }));
      }
    },
    _temp),
    _possibleConstructorReturn(_this, _ret);}

    _createClass(ConnectedFieldArray, [{
      key: 'getRenderedComponent',
      value: function getRenderedComponent() {
        return _this.ref;
      }
    }, _temp),
    _possibleConstructorReturn(_this, _ret);}

    return _this.props.ref = this.saveRef;
  }

  ConnectedFieldArray.propTypes = {
    component: PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,
    props: PropTypes.object,
    rerenderOnEveryChange: PropTypes.bool
  };

  ConnectedFieldArray.defaultProps = {
    rerenderOnEveryChange: false
  };

  ConnectedFieldArray.contextTypes = {
    _reduxForm: PropTypes.object
  };

  var connector = connect(function (state, ownProps) {
    var name = ownProps.name,
    // ...
context) {
  _classCallCheck(this, FieldArray);
  var _this = _possibleConstructorReturn(this, (FieldArray.__proto__ || Object.getPrototypeOf(FieldArray)).call(this, props, context));

  _this.saveRef = function (ref) {
    _this.ref = ref;
  };

  if (!context._reduxForm) {
    throw new Error('FieldArray must be inside a component decorated with reduxForm()');
  }

  return _this;
}

_createClass(FieldArray, {
  key: 'componentDidMount',
  value: function componentDidMount() {
    var _this2 = this;

    this.context._reduxForm.register(this.name, 'FieldArray', function () {
      return wrapError(_this2.props.validate, '_error');
    }, function () {
      return wrapError(_this2.props.warn, '_warning');
    });
  }
}

_componentWillReceiveProps: function (nextProps, nextContext) {
  var oldName = prefixName(this.context, this.props.name);
  var newName = prefixName(nextContext, nextProps.name);

  if (oldName !== newName) {
    // unregister old name
    this.context._reduxForm.unregister(oldName); // register new name
    this.context._reduxForm.register(newName, 'FieldArray');
  }
}

_componentWillUnmount: function () {
  this.context._reduxForm.unregister(this.name);
}

_getRenderedComponent: function () {
  invariant(this.props.withRef, 'If you want to access getRenderedComponent(), ' + 'you must specify a withRef prop to FieldArray');
  return this.ref && this.ref.getWrappedInstance().getRenderedComponent();
}

_name: function get() {
  return prefixName(this.context, this.props.name);
}

_dirty: function get() {
  return !this.ref || this.ref.getWrappedInstance().dirty;
}

_pristine: function get() {
  return !!this.ref && this.ref.getWrappedInstance().pristine;
}

_value: function get() {
  return this.ref ? this.ref.getWrappedInstance().value : undefined;
}

_polyfill: polyfill(FieldArray);

_fieldArray: FieldArray;

_fieldArray: Object.create(null);

_context: context;

 return createFieldArray;
}

export default createFieldArray;
var field = _ref8.meta.field;

result = deleteIn(result, 'result', 'success');
}

// Clean up result
result = deleteIn(result, 'error');
result = deleteIn(result, 'submitErrors');

return result;

// Clear any touched fields
function (state, _ref12) {
  var field = _ref12.meta.field;

  result = deleteIn(result, 'anyTouched');

  return result;
}

// Clear submit errors
function (state) {
  var result = state;

  result = deleteIn(result, 'submitErrors');

  return result;
}

// Clear submit
function (state) {
  var result = state;

  result = deleteIn(result, 'submitErrors');

  return result;
}

// Clear fields
function (state, _ref13) {
  var field = _ref13.meta.field;

  result = deleteInWithCleanUp(result, field);

  return result;
}

// Clear all fields
function (state, _ref14) {
  var result = state;

  result = deleteIn(result, 'initial');

  return result;
}

// Clear touched fields
function (state, _ref15) {
  var field = _ref15.meta.field;

  result = deleteIn(result, 'touched');

  return result;
}

// Clear active fields
function (state, _ref16) {
  var field = _ref16.meta.field;

  result = deleteIn(result, 'active');

  return result;
}

// Clear any touched fields
function (state) {
  var result = state;

  result = deleteIn(result, 'anyTouched');

  return result;
}

// Clear submit errors
function (state) {
  var result = state;

  result = deleteIn(result, 'submitErrors');

  return result;
}

// Clear submit
function (state) {
  var result = state;

  result = deleteIn(result, 'submitErrors');

  return result;
}

// Clear fields
function (state, _ref13) {
  var field = _ref13.meta.field;

  result = deleteInWithCleanUp(result, field);

  return result;
}

// Clear all fields
function (state, _ref14) {
  var result = state;

  result = deleteIn(result, 'initial');

  return result;
}

// Clear touched fields
function (state, _ref15) {
  var field = _ref15.meta.field;

  result = deleteIn(result, 'touched');

  return result;
}

// Clear active fields
function (state, _ref16) {
  var field = _ref16.meta.field;

  result = deleteIn(result, 'active');

  return result;
}

// Clear any touched fields
function (state) {
  var result = state;

  result = deleteIn(result, 'anyTouched');

  return result;
}

// Clear submit errors
function (state) {
  var result = state;

  result = deleteIn(result, 'submitErrors');

  return result;
}

// Clear submit
function (state) {
  var result = state;

  result = deleteIn(result, 'submitErrors');

  return result;
}

// Clear fields
function (state, _ref13) {
  var field = _ref13.meta.field;

  result = deleteInWithCleanUp(result, field);

  return result;
}

// Clear all fields
function (state, _ref14) {
  var result = state;

  result = deleteIn(result, 'initial');

  return result;
}

// Clear touched fields
function (state, _ref15) {
  var field = _ref15.meta.field;

  result = deleteIn(result, 'touched');

  return result;
}

// Clear active fields
function (state, _ref16) {
  var field = _ref16.meta.field;

  result = deleteIn(result, 'active');

  return result;
}

// Clear any touched fields
function (state) {
  var result = state;

  result = deleteIn(result, 'anyTouched');

  return result;
}

// Clear submit errors
function (state) {
  var result = state;

  result = deleteIn(result, 'submitErrors');

  return result;
function (state, _ref20) {
  var sections = _ref20.meta.sections;
  var result = state;

  sections.forEach(function (section) {
    result = deleteInWithCleanUp(result, 'asyncErrors.' + section);
    result = deleteInWithCleanUp(result, 'submitErrors.' + section);
    var values = getIn(state, 'initial.' + section);
    result = values ? setIn(result, 'values.' + section, values) : deleteInWithCleanUp(result, 'values.' + section);
    var anyTouched = some(keys(result, 'registeredFields')), function (key) {
      return getIn(result, 'fields.' + key + '.touched');
    });
    var result = anyTouched ? setIn(result, 'anyTouched', true) : deleteIn(result, 'anyTouched');
    return result;
  }), _defineProperty(_behaviors, SUBMIT, function (state) {
    var result = setIn(state, 'triggerSubmit', true);
    return result;
  }), _defineProperty(_behaviors, START_ASYNC_VALIDATION, function (state, _ref21) {
    var field = _ref21.meta.field;
    result = setIn(state, 'asyncValidating', field || true);
  }), _defineProperty(_behaviors, START_SUBMIT, function (state, _ref22) {
    var payload = _ref22.payload;
    var result = state;
    result = deleteIn(result, 'asyncErrors');
    result = deleteIn(result, 'submitErrors');
    result = deleteIn(result, 'syncErrors');
    result = deleteIn(result, 'syncWarnings');
    result = deleteIn(result, 'syncFailed');
    result = deleteIn(result, 'submitFailed');
    result = deleteIn(result, 'submitSucceeded');
    result = deleteIn(result, 'error');
    result = deleteIn(result, 'asyncValidating', true);
    result = deleteIn(result, 'asyncErrors', fromJS(fieldErrors));
    if (Object.keys(fieldErrors).length) {
      var _error = payload._error,
          fieldErrors = _objectWithoutProperties(payload, ['_error']);
      if (_error) {
        result = setIn(result, 'error', _error);
      }
    }
  }), _defineProperty(_behaviors, STOP_ASYNC_VALIDATION, function (state, _ref23) {
    var payload = _ref23.payload;
    var result = state;
    result = deleteIn(result, 'asyncErrors');
    result = deleteIn(result, 'submitErrors');
    result = deleteIn(result, 'syncErrors');
    result = deleteIn(result, 'syncWarnings');
    result = deleteIn(result, 'submitFailed');
    result = deleteIn(result, 'submitSucceeded');
    result = deleteIn(result, 'error');
    result = deleteIn(result, 'asyncValidating', true);
    result = deleteIn(result, 'asyncErrors', fromJS(fieldErrors));
    if (Object.keys(fieldErrors).length) {
      var _error = payload._error,
          fieldErrors = _objectWithoutProperties(payload, ['_error']);
      if (_error) {
        result = setIn(result, 'error', _error);
      }
    }
  }), _defineProperty(_behaviors, STOP_SUBMIT, function (state) {
    return setIn(state, 'triggerSubmit', true);
  }), _defineProperty(_behaviors, TOUCH, function (state, _ref24) {
    var payload = _ref24.meta.fields;
    var result = state;
    result = deleteIn(result, 'asyncErrors');
    result = deleteIn(result, 'submitErrors');
    result = deleteIn(result, 'syncErrors');
    result = deleteIn(result, 'syncWarnings');
    result = deleteIn(result, 'syncFailed');
    result = deleteIn(result, 'submitFailed');
    result = deleteIn(result, 'submitSucceeded');
    result = deleteIn(result, 'error');
    result = deleteIn(result, 'asyncValidating', true);
    result = deleteIn(result, 'asyncErrors', fromJS(fieldErrors));
    if (Object.keys(fieldErrors).length) {
      var _error = payload._error,
          fieldErrors = _objectWithoutProperties(payload, ['_error']);
      if (_error) {
        result = setIn(result, 'error', _error);
      }
    }
  }), _defineProperty(_behaviors, SET_SUBMIT_FAILED, function (state, _ref25) {
    var field = _ref25.meta.field;
    return setIn(state, 'asyncValidating', field || true);
  }), _defineProperty(_behaviors, SET_SUBMIT_SUCCEEDED, function (state) {
    var result = state;
    result = deleteIn(result, 'asyncErrors');
    result = deleteIn(result, 'submitErrors');
    result = deleteIn(result, 'syncErrors');
    result = deleteIn(result, 'syncWarnings');
    result = deleteIn(result, 'submitFailed');
    result = deleteIn(result, 'submitSucceeded', true);
    result = deleteIn(result, 'error');
    result = deleteIn(result, 'asyncValidating', true);
    result = deleteIn(result, 'asyncErrors', fromJS(fieldErrors));
    if (Object.keys(fieldErrors).length) {
      var _error = payload._error,
          fieldErrors = _objectWithoutProperties(payload, ['_error']);
      if (_error) {
        result = setIn(result, 'error', _error);
      }
    }
  })
}
1.158 jakarta activation api 1.2.2

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* Project home: https://projects.eclipse.org/projects/ee4j.jaf

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### 1.159 zlib 1.2.8

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/* zlib.h -- interface of the 'zlib' general purpose compression library
   version 1.2.11, January 15th, 2017

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Jean-loup Gailly          Mark Adler
jloup@gzip.org             madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950 (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

1.160 regenerator-runtime 0.13.7

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1.161 numeral 1.5.6

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1.162 angular-compiler 9.0.7

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2.2.3.RELEASE

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* /opt/cola/permits/1135880253_1613624225.6/0/spring-cloud-context-2-2-3-release-sources-1-jar/org/springframework/cloud/bootstrap/encrypt/EnvironmentDecryptApplicationInitializer.java
* /opt/cola/permits/1135880253_1613624225.6/0/spring-cloud-context-2-2-3-release-sources-1-jar/org/springframework/cloud/bootstrap/support/OriginTrackedCompositePropertySource.java
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* /opt/cola/permits/1135880253_1613624225.6/0/spring-cloud-context-2-2-3-release-sources-1.jar/org/springframework/cloud/bootstrap/BootstrapConfiguration.java
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1.165 jackson-databind 2.11.0
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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers, as well as supported
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### 1.166 ngstorage 0.3.11

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**1.0.2**

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  jar/org/springframework/retry/annotation/AnnotationAwareRetryOperationsInterceptor.java
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  jar/org/springframework/classify/BinaryExceptionClassifier.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
  jar/org/springframework/retry/policy/SimpleRetryPolicy.java
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* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/retry/annotation/Backoff.java
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* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/retry/stats/StatisticsListener.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/retry/stats/ExponentialAverageRetryStatistics.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/retry/stats/MutableRetryStatistics.java

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* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1.jar/org/springframework/retry/policy/CircuitBreakerRetryPolicy.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1.jar/org/springframework/retry/policy/ExpressionRetryPolicy.java

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* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1.jar/org/springframework/classify/util/MethodResolver.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1.jar/org/springframework/classify/util/MethodInvoker.java

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jar/org/springframework/retry/interceptor/RetryInterceptorBuilder.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/annotation/RetryConfiguration.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/backoff/ThreadWaitSleeper.java
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jar/org/springframework/retry/annotation/Retryable.java
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jar/org/springframework/retry/backoff/NoBackOffPolicy.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/policy/ExceptionClassifierRetryPolicy.java
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jar/org/springframework/retry/policy/AlwaysRetryPolicy.java

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jar/org/springframework/retry/backoff/NoBackOffPolicy.java
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jar/org/springframework/retry/policy/ExceptionClassifierRetryPolicy.java
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1.178 react-router-redux 4.0.8

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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
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1.181 kryo-shaded 3.0.3
1.182 libjpeg-turbo 1.5.2-2+deb10u1

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1.183 snmp-4j 2.4.1

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1.185 jetty-xml 9.4.29.v20200521

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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

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Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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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* /opt/cola/permits/1136246070_1613716108.22/0/spring-security-config-5-3-3-release-sources-1-jar/org/springframework/security/config/http/WebConfigUtils.java
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  jar/org/springframework/security/config/annotation/rsocket/PayloadInterceptorOrder.java
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  jar/org/springframework/security/config/core/userdetails/UserDetailsMapFactoryBean.java
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  jar/org/springframework/security/config/web/server/SecurityWebFiltersOrder.java
* /opt/cola/permits/1136246070_1613716108.22/0/spring-security-config-5-3-3-release-sources-1-
  jar/org/springframework/security/config/web/server/AbstractServerWebExchangeMatcherRegistry.java
* /opt/cola/permits/1136246070_1613716108.22/0/spring-security-config-5-3-3-release-sources-1-
  jar/org/springframework/security/config/web/server/SecurityWebExchangeFilterOrder.java
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  jar/org/springframework/security/config/web/server/ReactiveWebFilterOrder.java
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  jar/org/springframework/security/config/core/userdetails/ReactiveUserDetailsServiceResourceFactoryBean.
* /opt/cola/permits/1136246070_1613716108.22/0/spring-security-config-5-3-3-release-sources-1-
  jar/org/springframework/security/config/http/RememberMeBeanDefinitionParser.java
* /opt/cola/permits/1136246070_1613716108.22/0/spring-security-config-5-3-3-release-sources-1-
  jar/org/springframework/security/config/annotation/web/configurers/RememberMeConfigurer.java
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  jar/org/springframework/security/config/annotation/configuration/GlobalAuthenticationConfigurerAd
  apter.java
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  jar/org/springframework/security/config/annotation/web/reactive/EnableWebFluxSecurity.java
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  jar/org/springframework/security/config/core/userdetails/ReactiveUserDetailsServiceResourceFactoryBean.
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  apter.java
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  jar/org/springframework/security/config/http/OAuth2ClientBeanDefinitionParser.java
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* /opt/cola/permits/1136246070_1613716108.22/0/spring-security-config-5-3-3-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/ApiSelectorBuilder.java
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* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/operation/OperationCachingEquivalence.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/operation/OperationModelsProvider.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/operation/DefaultOperationReader.java

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*/opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/CombinedRequestHandler.java
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* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/scanners/ApiListingReferenceScanResult.java
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* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/scanners/ApiListingReader.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/paths/PathMappingAdjuster.java
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* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/paths/DefaultPathProvider.java
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  jar/springfox/documentation/spring/web/SpringfoxWebConfiguration.java
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  jar/springfox/documentation/spring/web/readers/parameter/ParameterDataTypeReader.java
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* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/ResolvedMethodParameterEquivalence.java

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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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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

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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

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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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
MortBay

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

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.200 base64-js 1.5.1
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1.201 apache-log4j 1.2.17

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1.202 guava 25.1-jre

1.203 jetty-security 9.4.29.v20200521

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

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

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

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Oracle

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

------

Apache

The following artifacts are ASL2 licensed.

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

------

MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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.

1.204 zipkin-core 2.21.1

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* /opt/cola/permits/1096695238_1607389277.55/0/zipkin-2-21-1-sources-jar/META-INF/maven/io.zipkin.zipkin2/zipkin/pom.xml

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* /opt/cola/permits/1096695238_1607389277.55/0/zipkin-2-21-1-sources-jar/zipkin2/storage/InMemoryStorage.java
* /opt/cola/permits/1096695238_1607389277.55/0/zipkin-2-21-1-sources-jar/zipkin2/internal/TracesAdapter.java
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* /opt/cola/permits/1096695238_1607389277.55/0/zipkin-2-21-1-sources-jar/zipkin2/codec/DependencyLinkBytesDecoder.java
* /opt/cola/permits/1096695238_1607389277.55/0/zipkin-2-21-1-sources-jar/zipkin2/internal/DateUtil.java
* /opt/cola/permits/1096695238_1607389277.55/0/zipkin-2-21-1-sources-jar/zipkin2/Span.java
* /opt/cola/permits/1096695238_1607389277.55/0/zipkin-2-21-1-sources-jar/zipkin2/codec/BytesEncoder.java
* /opt/cola/permits/1096695238_1607389277.55/0/zipkin-2-21-1-sources-jar/zipkin2/internal/ThriftEndpointCodec.java
* /opt/cola/permits/1096695238_1607389277.55/0/zipkin-2-21-1-sources-jar/zipkin2/storage/SpanStore.java
* /opt/cola/permits/1096695238_1607389277.55/0/zipkin-2-21-1-sources-jar/zipkin2/storage/QueryRequest.java
* /opt/cola/permits/1096695238_1607389277.55/0/zipkin-2-21-1-sources-jar/zipkin2/Callback.java
* /opt/cola/permits/1096695238_1607389277.55/0/zipkin-2-21-1-sources-jar/zipkin2/internal/V2SpanWriter.java
1.205 reactive-streams 1.0.3

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* /opt/cola/permits/1135840663_1613613063.73/0/reactive-streams-1-0-3-sources-3-jar/org/reactivestreams/FlowAdapters.java
* /opt/cola/permits/1135840663_1613613063.73/0/reactive-streams-1-0-3-sources-3-jar/org/reactivestreams/Processor.java
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1.207 jetty-util 9.4.16.v20190411

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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
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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,MACxBuW,GAaQBqW,WAaG7B0E,OAaQ5e,UAaU6x,AAaAe,SAaAuaV,GAACvC,IAAnQf,EAaQP,KAACf2O,GAa
BcM,AaKw,WAaAcYv,EAAM3B6Q,SAaArErO,EAACaoEgY,y,UAaAUBb,QAaEhGwE,EAAQ5e,UAaUvVf,gBBAaB,
WAaB,SAaUHL,KAA1C1,cIAAI1M,EAaQTLK,KAQcRqB,GAAABEl,EAaBOB,WAaWEI,aACiCQx,EAaB+,KAaBLYb,
GAaYYA,BAaAcM,cUAaIbA,EAaC3DX,GAaKBcM,KAAC4C,WAaC5Y,YAAeOd,EAAAM3B6Q,SAaAqMS,MAC7BqEc,
EAAM3B,QAaQ4R,WAaER3T,GAaacD,EAAM3B,QAaQcM,EAaQC1cB,EAAM3B,QAaQ8k5,aIAaIlBP,x,EAaWW,
CAC7P7,EAaABk80,QAACLmE,EAaWw,CAaASEmO,MACaSBQqE,OAaQ5e,UAaWw,YAaWQ,GAA9C9Y,EAaW,
CACP7P7,EAaK80,MaAMaM,YAACmnM,EAaWw,cAAeIE,UAaC3BiZ,EAaQ5e,UAaWw,KAaBAc,GAAPCy,EAAW,
CACP7P7,EAaK80,MAAMaM,WAaXmN,EAaWw,cAAeEn,cACa3Bqf,EAaQ5e,UAaWw,cAAAS,GaAcY,EAAW,EACP7P7,
EAaK80,MAAMaM,BAaCNM,EAaWw,cAAesN,cACa3Bqf,EAaQ5e,UAaWw,EAaAWG,GAaCJcy,EAAW,EACP7P7,
EAaK0gB,OAaOJo,BAaBCZ/d,EAaWw,cAAenC,cACa3Bqf,EAaQ5e,UAaWw,cAAACu,GaACBcy,EAAW,CAACJBi,
EAaWw,cAAH,CAACJBi,EAaWw,cAAH,CAACJBi,EAaWw,cAAH,CAACJBi,EAaWw,cAAH,CAACJBi,EAaWw,cAAH,
A carbonaceous object known as "AAW" is used in MSX SD-Branch Service Pack 4.0.0.
Open Source Used In MSX SD-Branch Service Pack 4.0.0

```typescript
function CheckboxControlValueAccessor(_renderer, _elementRef) {
    this._renderer = _renderer;
    this._elementRef = _elementRef;

    /**
     * @description
     * A `ControlValueAccessor` for writing a value and listening to changes on a checkbox input
     *
     * ```
     * <input type="checkbox" [formControl]="rememberLoginControl">
     * ```
     *
     * ```
     * <input type="checkbox" [(ngModel)]="true">
     * ```
     *
     * ```
     * @ngModule ReactiveFormsModule
     * ```
     *
     * ```
     * @ngModule FormsModule
     * ```
     *
     * 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 CheckboxControlValueAccessor = /** @class */
```
touched.
*\n* *\n* @param fn The callback function
* *\nCheckboxControlValueAccessor.prototype.registerOnTouched = function (fn) { this.onTouched = fn; };
/**\n* Sets the 'disabled' property on the input element.
* *\n* @param isDisabled The disabled value
*/
CheckboxControlValueAccessor.prototype.setDisabledState = function (isDisabled) {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
}
CheckboxControlValueAccessor = __decorate([core.Directive({
    selector: '[input[type=checkbox][formControlName],input[type=checkbox][formControl]
        host: '{ (change)': 'onChange($event.target.checked)', 'blur': 'onTouched()' },
        providers: [CHECKBOX_VALUE_ACCESSOR]
    }),
    __metadata("design:paramtypes", [core.Renderer2,
core.ElementRef])
], CheckboxControlValueAccessor);
return CheckboxControlValueAccessor;

/**
* @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 DEFAULT_VALUE_ACCESSOR = {
    provide: NG_VALUE_ACCESSOR,
    useExisting: core.forwardRef(function () { return DefaultValueAccessor; }),
    multi: true
}/**\n* We must check whether the agent is Android because composition events
* behave differently between iOS and Android.
* *\n* function_isAndroid() {
*     var userAgent = common.getDOM() ?
*         common.getDOM().getUserAgent() : '';
*     return /android (\d+)/.test(userAgent.toLowerCase());
* } /**\n* * @description
* * The registered callback function called when an input event occurs on the input element.
* *\n* @param value The checked value
*/
DefaultValueAccessor.prototype.writeValue = function (value) {
    var normalizedValue = value == null ? '' : value;
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);
}
/**\n* @description
* Registers a function called when the control value changes.
* *\n* @param fn The callback function
*/
DefaultValueAccessor.prototype.registerOnChange = function (fn) { this.onChange = fn; };
/**\n* Registers a function called when the control is touched.
* *\n* @param fn The callback function
*/
DefaultValueAccessor.prototype.registerOnTouched = function (fn) { this.onTouched = fn; };
/**\n* Sets the 'disabled' property on the input element.
* *\n* @param isDisabled The disabled value
*/
DefaultValueAccessor.prototype.setDisabledState = function (isDisabled) {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
};
/**\n* *\n* DefaultValueAccessor.prototype.handleInput = function (value) {
*     if (!this._compositionMode ||
*         (this._compositionMode && !this._composing)) {
*         this.onChange(value);
*     }
* }/**
```javascript
/** @internal */  
        DefaultValueAccessor.prototype._compositionStart = function () { this._composing = true; };

        /** @internal */  
        DefaultValueAccessor.prototype._compositionEnd = function (value) {
            this._composing = false;
            this._compositionMode && this.onChange(value);
        };

        DefaultValueAccessor = __decorate([  
            core.Directive({
                selector:  
                    'input:not([type=checkbox])[formControlName],textarea[formControlName],input:not([type=checkbox])[formControl],textarea[formControl],input:not([type=checkbox])[ngModel],textarea[ngModel],[ngDefaultControl]',
                    
                host: {  
                    '(input)': 'render_first_input($event.target.value)',  
                    '(blur)': 'onTouched()';
                },
                (compositionstart): '$any(this)._compositionStart()',
                (compositionend): '$any(this)._compositionEnd($event.target.value)'
            }),
            __param(2, core.Optional()), __param(2, core.Inject(COMPOSITION_BUFFER_MODE)),
            __metadata("design:paramtypes", [core.Renderer2, core.ElementRef, Boolean])
        ], DefaultValueAccessor);
        return DefaultValueAccessor;
    }());

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

/**
 * @description
 * Base class for control directives.
 *
 * This class is only used internally in the 'ReactiveFormsModule' and the 'FormsModule'.
 *
 * @publicApi
 */
    var AbstractControlDirective = /** @class */ (function () {
        function AbstractControlDirective() {
        }

        Object.defineProperty(AbstractControlDirective.prototype, "value", {
            /**
             * @description
             * Reports the value of the control if it is present, otherwise null.
             */
            get: function () { return this.control ? this.control.value : null; },
            enumerable: true,
            configurable: true
        });

        Object.defineProperty(AbstractControlDirective.prototype, "valid", {
            /**
             * @description
             * Reports whether the control is valid. A control is considered valid if no validation errors exist with the current value.
             */
            get: function () { return this.control ? this.control.valid : null; },
            enumerable: true,
            configurable: true
        });

        Object.defineProperty(AbstractControlDirective.prototype, "invalid", {
            /**
             * @description
             * Reports whether the control is invalid, meaning that an error exists in the input value.
             */
            get: function () { return this.control ? this.control.invalid : null; },
            enumerable: true,
            configurable: true
        });

        Object.defineProperty(AbstractControlDirective.prototype, "pending", {
            /**
             * @description
             * Reports whether a control is pending, meaning that async validation is occurring and errors are not yet available for the input value. If the control is not present, null is returned.
             */
            get: function () { return this.control ? this.control.pending : null; },
            enumerable: true,
            configurable: true
        });

        Object.defineProperty(AbstractControlDirective.prototype, "disabled", {
            /**
             * @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: function () { return this.control ? this.control.disabled : null; },
            enumerable: true,
            configurable: true
        });

        Object.defineProperty(AbstractControlDirective.prototype, "errors", {
            /**
             * @description
             * Reports the control's validation errors. If the control is not present, null is returned.
             */
            get: function () { return this.control ? this.control.errors : null; },
            enumerable: true,
            configurable: true
        });
```
@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.
* @returns any get: function () { return this.control ? this.control.pristine : null; },
* enumerable: true, configurable: true

Object.defineProperty(AbstractControlDirective.prototype, "pristine", { enumerable: true, configurable: true });

* 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.
* @returns any get: function () { return this.control ? this.control.dirty : null; },
* enumerable: true, configurable: true

Object.defineProperty(AbstractControlDirective.prototype, "dirty", { 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.
* @returns any get: function () { return this.control ? this.control.touched : null; },
* enumerable: true, configurable: true

Object.defineProperty(AbstractControlDirective.prototype, "touched", { enumerable: true, configurable: true });

* Reports the validation status of the control. Possible values include: `VALID`, `INVALID`, `DISABLED`, and `PENDING`.
* If the control is not present, null is returned.
* @returns any get: function () { return this.control ? this.control.status : null; },
* enumerable: true, configurable: true

Object.defineProperty(AbstractControlDirective.prototype, "status", { enumerable: true, configurable: true });

* Returns a multicasting observable of value changes for the control that emits every time the value of the control changes in the UI or programmatically.
* If the control is not present, null is returned.
* @returns any get: function () { return this.control ? this.control.valueChanges : null; },
* enumerable: true, configurable: true

Object.defineProperty(AbstractControlDirective.prototype, "valueChanges", { enumerable: true, configurable: true });

* Returns an array that represents the path from the top-level form to this control.
* Each index is the string name of the control on that level.
* @returns any get: function () { return this.control ? this.control.path : null; },
* enumerable: true, configurable: true

Object.defineProperty(AbstractControlDirective.prototype, "path", { enumerable: true, configurable: true });

* 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.
* @returns any get: function () { return this.control ? this.control.statusChanges : null; },
* enumerable: true, configurable: true

Object.defineProperty(AbstractControlDirective.prototype, "statusChanges", { enumerable: true, configurable: true });

* Returns whether the control with the given path has the error specified.
* @returns boolean @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 errorCode The code of the error to check

* @returns any
* @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.

```typescript
function get() { return this._cd.control ? this._cd.control.touched : false; },
        enumerable: true,
        configurable: true
    });
    Object.defineProperty(AbstractControlStatus.prototype, "ngClassUntouched", {
        get: function () { return this._cd.control ? this._cd.control.untouched : false; },
            enumerable: true,
            configurable: true
        });
    Object.defineProperty(AbstractControlStatus.prototype, "ngClassTouched", {
            get: function () { return unimplemented(); },
            enumerable: true,
            configurable: true
        });
    return NgControl;
```

**NgControl**

A base class for directives that contain multiple registered instances of `NgControl`. Only used by the forms module.

```typescript
function NgControl() {
    var _this = _super !== null && _super.apply(this, arguments) ||
    throw new Error('unimplemented');
}
```

The registered async validator function for the control

```typescript
@throws An exception that this method is not implemented
    get: function () { return unimplemented(); },
    enumerable: true,
    configurable: true
});
```

The path to this group

```typescript
get: function () { return null; },
        enumerable: true,
        configurable: true
});
```

The path to the form

```typescript
get: function () { return null; },
        enumerable: true,
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The path to the group

```typescript
get: function () { return null; },
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        configurable: true
});
```
configurable: true
});
Object.defineProperty(AbstractControlStatus.prototype, "ngClassPristine", {
    get: function () { return this._cd.control ? this._cd.control.pristine : false; },
    enumerable: true,
    configurable: true
});
Object.defineProperty(AbstractControlStatus.prototype, "ngClassDirty", {
    get: function () { return this._cd.control ? this._cd.control.dirty : false; },
    enumerable: true,
    configurable: true
});
Object.defineProperty(AbstractControlStatus.prototype, "ngClassValid", {
    get: function () { return this._cd.control ? this._cd.control.valid : false; },
    enumerable: true,
    configurable: true
});
Object.defineProperty(AbstractControlStatus.prototype, "ngClassInvalid", {
    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
});
Object.defineProperty(AbstractControlStatus.prototype, "ngClassUntouched", {
    get: function () { return this._cd.control ? this._cd.control.untouched : false; },
    enumerable: true,
    configurable: true
});
Object.defineProperty(AbstractControlStatus.prototype, "ngClassTouched", {
    get: function () { return this._cd.control ? this._cd.control.touched : 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
});

function isEmptyInputValue(value) {
    // we don't check for string here so it also works with arrays
    return value == null || value.length === 0;
}

```
```
```typescript
const control = new FormControl('', Validators.required);

console.log(control.errors); // {required: { required: true }}

@usageNotes
*
*
* ### Validate that the field is non-empty
*
*
* ```typescript
*
* ```

/**
 * @description
 * Validator that requires the control have a non-empty value.
 *
*
* return !isNaN(value) && value > max ? { 'max': { 'max': max, 'actual': control.value } } : null;
*
* ```

// maximum, per the HTML forms spec: https://www.w3.org/TR/html5/forms.html#attr-input-max

parseFloat(control.value);

// Controls with NaN values after parsing should be treated as not having a

return isNaN(value) && value > max ? { 'max': { 'max': max, 'actual': control.value } } : null;

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 or null. A null map means that validation has passed.
* @see [Form Validation](/guide/form-validation)
* @publicApi
*/

var Validators = /** @class */ (function () {
    function Validators() {
    }

/**
 * @description
 * Validator that requires the control's value to be less than or equal to the provided number.
 *
* The validator exists only as a function and not as a directive.
* @usageNotes
* @publicApi
*/

Validator.min = function (min) {
    return function (control) {
        if (isEmptyInputValue(control.value) || isEmptyInputValue(min)) {
            return null; // don't validate empty values to allow optional controls
        }

        var value = parseFloat(control.value);

        return !isNaN(value) && value < min ? { 'min': { 'min': min, 'actual': control.value } } : null;
    };

/**
 * @description
 * Validator that requires the control have a non-empty value.
 *
*
* return !isNaN(value) && value > max ? { 'max': { 'max': max, 'actual': control.value } } : null;
*
* ```

// 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;

const control = new FormControl(2, Validators.min(3));

console.log(control.errors); // {min: {min: 3, actual: 2}}

* @returns A validator function that returns an error map with the
* `min` property if the validation check fails, otherwise `null`.
* @see `updateValueAndValidity()`
* ```typescript
*
* ```

```
true

```typescript
    Validators.minLength = function (control) {
        return function (control) {
            if (isEmptyInputValue(control.value)) {
                return null; // don't validate empty values to allow optional controls
            }
            var length = control.value ? control.value.length : 0;
            return length < minLength ? {
                'requiredLength': minLength, 'actualLength': length } : null;
        }
    };
    Validators.maxLength = function (control) {
        return function (control) {
            var length = control.value ? control.value.length : 0;
            return length > maxLength ? {
                'maxlength': maxLength, 'actualLength': length } : null;
        }
    };
```

**Validates that the field contains a minimum of `minlength` characters.** If this pattern does not satisfy your business needs, you can use `Validators.pattern()` to validate the value against a different pattern. This validator is also provided by default if you use the `HTML5 `minlength` attribute.

```javascript
    Validators.minLength(3));
    Validators.maxLength(5));
```

### Validate that the field matches a valid email pattern

```typescript
    Validators.email = function (control) {
        if (isEmptyInputValue(control.value)) {
            return null; // don't validate empty values to allow optional controls
        }
        var length = control.value ? control.value.length : 0;
        return EMAIL_REGEXP.test(control.value) ? null : { 'email': true };
    };
```

**Validates that the field matches a valid email pattern** - Disallow 'local-part' (the part before the `@` symbol) to begin or end with a period (`.`).

```html
    <input type="email" placeholder="email@example.com">
```

### Validate that the field has a different `minlength` and `maxlength`

```typescript
    Validators.minLength(3));
    Validators.maxLength(5));
```

**Validates that the field has a minimum of 3 characters and a maximum of 5 characters.** This validator is also provided by default if you use the `HTML5 `minlength` and `maxlength` attributes.

```javascript
    Validators.minLength(3));
    Validators.maxLength(5));
```

### Validate that the field contains a valid email address

```typescript
    Validators.email = function (control) {
        if (isEmptyInputValue(control.value)) {
            return null; // don't validate empty values to allow optional controls
        }
        var length = control.value ? control.value.length : 0;
        return EMAIL_REGEXP.test(control.value) ? null : { 'email': true };
    };
```

**Tests the value using a regular expression suitable for common use cases.** This regular expression 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. This validator is also provided by default if you use the `HTML5 `minlength` and `maxlength` attributes.

```html
    <input type="email" placeholder="email@example.com">
```

```typescript
    const control = new FormControl('bad@', Validators.email);
```

### Validate that the field is empty, contains a minimum length, is `true`, contains a maximum length, and is `true`

```javascript
    Validators.requiredTrue = function (control) {
        return control.value === true ? null : { 'required': true };
    };
    Validators.required = function (control) {
        return isEmptyInputValue(control.value) ? { 'required': true } : null;
    };
```

**Validates that the field requires the control's value to be true.** This validator is commonly used for required checkboxes.

```typescript
    const control = new FormControl('true', Validators.required);
    console.log(control.errors); // {required: true}
```

### Validate that the field value is true

```javascript
    Validators.requiredTrue = function (control) {
        return control.value === true ? null : { 'required': true };
    };
```

**Validates that the field requires the control's value to be true.** This validator is commonly used for required checkboxes.

```typescript
    const control = new FormControl('true', Validators.required);
    console.log(control.errors); // {required: true}
```

### Validate that the field is empty, contains a minimum length, is `true`, contains a maximum length, and is `true`

```javascript
    Validators.requiredTrue = function (control) {
        return control.value === true ? null : { 'required': true };
    };
```

**Validates that the field requires the control's value to be true.** This validator is commonly used for required checkboxes.

```typescript
    const control = new FormControl('true', Validators.required);
    console.log(control.errors); // {required: true}
```

### Validate that the field is empty, contains a minimum length, is `true`, contains a maximum length, and is `true`

```javascript
    Validators.requiredTrue = function (control) {
        return control.value === true ? null : { 'required': true };
    };
```

**Validates that the field requires the control's value to be true.** This validator is commonly used for required checkboxes.

```typescript
    const control = new FormControl('true', Validators.required);
    console.log(control.errors); // {required: true}
```
control.value ? control.value.length : 0; return length > maxLength ?
        { 'maxlength': { 'requiredLength': maxLength, 'actualLength': length } } : null;
    };

    return Validators.nullValidator;
}

var regex; var regexStr; if (typeof pattern === 'string') {
    regexStr = pattern; if (pattern.charAt(pattern.length - 1) !== '$') {
        regex = new RegExp(regexStr); return null; }
else {
    regexStr = pattern.toString(); regex = pattern; return function (control) {
        if (isEmptyInputValue(control.value)) { return null; }
    var presentValidators = validators.filter(isPresent); if (presentValidators.length == 0) return null; return function (control) { return _mergeErrors(_executeAsyncValidators(control, presentValidators)); };
    }

    if (isEmptyInputValue(control.value)) { return null; }
    return function (value) { return regex.test(value) ? null : { 'pattern': { 'requiredPattern': regexStr, 'actualValue': value } };
    };

    return Validators.nullValidator;
}

var regex; var regexStr; if (typeof pattern === 'string') {
    regexStr = pattern; if (pattern.charAt(pattern.length - 1) !== '$') {
        regex = new RegExp(regexStr); return null; }
else {
    regexStr = pattern.toString(); regex = pattern; return function (control) {
        if (isEmptyInputValue(control.value)) { return null; }
    var presentValidators = validators.filter(isPresent); if (presentValidators.length == 0) return null; return function (control) { return _mergeErrors(_executeAsyncValidators(control, presentValidators)); };
    }

    return Validators.nullValidator;
}

var regex; var regexStr; if (typeof pattern === 'string') {
    regexStr = pattern; if (pattern.charAt(pattern.length - 1) !== '$') {
        regex = new RegExp(regexStr); return null; }
else {
    regexStr = pattern.toString(); regex = pattern; return function (control) {
        if (isEmptyInputValue(control.value)) { return null; }
    var presentValidators = validators.filter(isPresent); if (presentValidators.length == 0) return null; return function (control) { return _mergeErrors(_executeAsyncValidators(control, presentValidators)); };
    }

    return Validators.nullValidator;
return function (c) { return validator.validate(c); }

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

var NUMBER_VALUE_ACCESSOR = {
    provide: NG_VALUE_ACCESSOR,
    useExisting: core.forwardRef(function () { return NumberValueAccessor; }),
    multi: true
}

/**
 * The `ControlValueAccessor` for writing a number value and listening to number input
calls when a change or input event occurs on the input element. * value.
 * * * *
 * * The registered callback function called when the control value changes. * param fn The
callback function * * * *
 * * this.onTouched = function () { };
 * * * *
 * * Sets the `\value` property on the input element.
 */

NumberValueAccessor.prototype.writeValue = function (value) {
    // The value needs to be normalized for
    // IE9, otherwise it is set to 'null' when null
    var normalizedValue = value == null ? '' : value;
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);
}

/**
 * Registers a function called when the control is touched.
 */

NumberValueAccessor.prototype.setDisabledState = function (isDisabled) {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
};

NumberValueAccessor = __decorate([
    core.Directive({
        selector: 'input[type=number][formControlName],input[type=number][formControl],input[type=number][ngModel]',
        host: {
            '(change)': 'onChange($event.target.value)',
            '(blur)': 'onTouched()'
        },
        providers: [NUMBER_VALUE_ACCESSOR],
    }),
    __metadata("design:paramtypes", [core.Renderer2,
        core.ElementRef])
], NumberValueAccessor);

/**
 * Class used by Angular to track radio buttons. For internal use only.
 */

RadioControlRegistry = /** @class */ (function () {
    function RadioControlRegistry() {
        this._accessors = [];
    }
    /**
     * Adds a control to the internal registry. For internal use only.
     */
    RadioControlRegistry.prototype.add = function (control, accessor) {
        this._accessors.push([control, accessor]);
    }
    /**
     * Removes a control from the internal registry. For internal use only.
     */
    RadioControlRegistry.prototype.remove = function (accessor) {
        for (var i = this._accessors.length - 1; i >= 0; --i) {
            if (this._accessors[i][1] === accessor) {
                this._accessors.splice(i, 1);
                return;
            }
        }
    }
    /**
     * Selects a radio button. For internal use only.
     */
    RadioControlRegistry.prototype.select = function () {
        var selected = null;
        for (var i = this._accessors.length - 1; i >= 0; --i) {
            if (this._accessors[i][1] === accessor) {
                selected = this._accessors[i][0];
                return;
            }
        }
    }
    RadioControlRegistry = __decorate([
        /** @class */
        function () {
            var RadioValueAccessor = {
                provide: RADIO_VALUE_ACCESSOR,
                useExisting: core.forwardRef(function () { return RadioControlValueAccessor; }),
                multi: true
            }
        }]
    ], RadioControlRegistry);

/**
 * The `ControlValueAccessor` for reading a number value.
 */

RadioControlValueAccessor = /** @class */ (function () {
    function RadioControlValueAccessor() {
        this._accessibleElement = null;
    }
    /**
     * Gets the `\value` property on an input element.
     */
    RadioControlValueAccessor.prototype.setValue = function (value) {
        this._renderer.setValue(this._accessibleElement, value);
    }
    /**
     * Registers a function called when a number input occurs.
     */
    RadioControlValueAccessor.prototype.setOnNumberInput = function (fn) {
        this.onNumberInput = fn;
    }
    /**
     * Registers a function called when the control value changes.
     */
    RadioControlValueAccessor.prototype.setOnTouched = function (fn) {
        this.onTouched = fn;
    }
    RadioControlValueAccessor.prototype.setDisabled = function (isDisabled) {
        this._renderer.setDisabled(this._accessibleElement, isDisabled);
    }
    RadioValueAccessor = __decorate([
        core.Directive({
            selector: 'input[type=number][formControlName],input[type=number][formControl],input[type=number][ngModel]',
        }),
        __metadata("design:paramtypes", [core.Renderer2,
            core.ElementRef])
    ], RadioValueAccessor);

/**
 * The `ControlValueAccessor` for reading a number value.
 */

RadioControlValueAccessor = /** @class */ (function () {
    function RadioControlValueAccessor() {
        this._accessibleElement = null;
    }
    /**
     * Gets the `\value` property on an input element.
     */
    RadioControlValueAccessor.prototype.setValue = function (value) {
        this._renderer.setValue(this._accessibleElement, value);
    }
    /**
     * Registers a function called when a number input occurs.
     */
    RadioControlValueAccessor.prototype.setOnNumberInput = function (fn) {
        this.onNumberInput = fn;
    }
    /**
     * Registers a function called when the control value changes.
     */
    RadioControlValueAccessor.prototype.setOnTouched = function (fn) {
        this.onTouched = fn;
    }
    /**
     * Registers a function called when the control is touched.
     */
    RadioControlValueAccessor.prototype.setDisabled = function (isDisabled) {
        this._renderer.setDisabled(this._accessibleElement, isDisabled);
    }
    RadioValueAccessor = __decorate([
        core.Directive({
            selector: 'input[type=number][formControlName],input[type=number][formControl],input[type=number][ngModel]',
        }),
        __metadata("design:paramtypes", [core.Renderer2,
            core.ElementRef])
    ], RadioValueAccessor);
RadioControlRegistry.prototype.select = function (accessor) {
    var _this = this;
    this._accessors.forEach(function (c) {
        if (_this._isSameGroup(c, accessor) & c[1] !== accessor) {
            c[1].fireUncheck(accessor.value);
        }
    });
}

RadioControlRegistry.prototype._isSameGroup = function (controlPair, accessor) {
    var _this = this;
    this._accessors.forEach(function (c) {
        if (_this._isSameGroup(c, accessor) & c[1] !== accessor) {
            c[1].fireUncheck(accessor.value);
        }
    });
}

RadioControlRegistry = __decorate([%
    core.Injectable()
], RadioControlRegistry);

/**
 * @description
 * The `ControlValueAccessor` for writing radio
 * control values and listening to radio control
 * changes. The value accessor is used by
 * the `FormControlDirective`, `FormControlName`, and
 * `NgModel` directives.
 * @usageNotes
 * ### Using radio buttons with reactive form directives
 * The following example shows how to use radio
 * buttons in a reactive form. When using radio buttons
 * in a reactive form, radio buttons in the same group
 * should have the same `formControlName`.
 * Providing a `name` attribute is optional.
 * Example forms:
 * ReactiveRadioButtons/reactive_radio_button_example.ts
 * ReactiveFormsModule
 * ReactiveFormsModule
 * @publicApi
 */

RadioControlValueAccessor = /** @class */ (function () {
    function RadioControlValueAccessor(_renderer, _elementRef, _registry, _injector) {
        this._renderer = _renderer;
        this._elementRef = _elementRef;
        this._registry = _registry;
        this._injector = _injector;
        this.onChange = function () { };
        this.onTouched = function () { };
    }

    RadioControlValueAccessor.prototype.ngOnInit = function () {
        this._control = this._injector.get(NgControl);
        this._checkName();
        this._registry.add(this._control, this);
    }

    RadioControlValueAccessor.prototype.ngOnDestroy = function () {
        this._registry.remove(this);
    }

    RadioControlValueAccessor.prototype.writeValue = function (value) {
        this._state = value === this.value;
        this._renderer.setProperty(this._elementRef.nativeElement, 'checked', this._state);
    }

    RadioControlValueAccessor.prototype.registerOnChange = function (fn) {
        var _this = this;
        this._fn = fn;
        this.onChange = function () {
            fn(this.value);
            _this._registry.select(_this);
        };
    }

    RadioControlValueAccessor.prototype.fireUncheck = function (value) {
        this.writeValue(value);
    }

    RadioControlValueAccessor.prototype.registerOnTouched = function (fn) {
        this.onTouched = fn;
    }

    RadioControlValueAccessor.prototype.setDisabledState = function (isDisabled) {
        this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
    }

    RadioControlValueAccessor.prototype._throwNameError = function () {
        throw new Error("If you define both a name and a formControlName attribute on your radio button, their values must match. Ex: <input type=\"radio\" formControlName=\"food\" name=\"food\"> \n");
    }

    return RadioControlValueAccessor;
}());

RadioControlRegistry = new RadioControlRegistry();

RadioControlValueAccessor = new RadioControlValueAccessor(_renderer, _elementRef, _registry, _injector);

this._registry = _registry;
this._injector = _injector;
this.onChange = function () { };
this.onTouched = function () { };

RadioControlValueAccessor.prototype.writeValue = function (value) {
    this._state = value === this.value;
    this._renderer.setProperty(this._elementRef.nativeElement, 'checked', this._state);
}

RadioControlValueAccessor.prototype.registerOnChange = function (fn) {
    var _this = this;
    this._fn = fn;
    this.onChange = function () {
        fn(this.value);
        _this._registry.select(_this);
    };
}

RadioControlValueAccessor.prototype.fireUncheck = function (value) {
    this.writeValue(value);
}

RadioControlValueAccessor.prototype.registerOnTouched = function (fn) {
    this.onTouched = fn;
}

RadioControlValueAccessor.prototype.setDisabledState = function (isDisabled) {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
}

RadioControlValueAccessor.prototype._throwNameError = function () {
    throw new Error("If you define both a name and a formControlName attribute on your radio button, their values must match. Ex: <input type=\"radio\" formControlName=\"food\" name=\"food\"> \n");
}

RadioControlValueAccessor.prototype._throwNameError = function () {
    throw new Error("If you define both a name and a formControlName attribute on your radio button, their values must match. Ex: <input type=\"radio\" formControlName=\"food\" name=\"food\"> \n");
}

RadioControlValueAccessor.prototype._throwNameError = function () {
    throw new Error("If you define both a name and a formControlName attribute on your radio button, their values must match. Ex: <input type=\"radio\" formControlName=\"food\" name=\"food\"> \n");
}
void 0);

RadioControlValueAccessor.prototype, 'formControlName', void 0);__decorate([core.Input(),
            __metadata("design:type", String)
        ], RadioControlValueAccessor.prototype, \"value\", void 0);

RadioControlValueAccessor = __decorate([core.Directive({
    selector: 'input[type=radio][formControlName],input[type=radio][formControl],input[type=radio][ngModel],
            host: {'(change)': 'onChange()','(blur)': 'onTouched()'},
        providers: [RADIO_VALUE_ACCESSOR]
    }),
            __metadata("design:paramtypes", [core.Renderer2, core.ElementRef])
], RadioControlValueAccessor);

RadioControlValueAccessor;

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FORM_ERRORS

RANGE_VALUE_ACCESSOR

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FUNCTION

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FUNCTION

RANGE_VALUE_ACCESSOR
new FormControl() }}\n});\n\nformArrayName: \\
  <div [formGroup]='myGroup' \n
  <div formName='cities'>\n    <div *ngFor='let city of cityArray.controls; index as i'>\n      <input [formControlName]='i'>\n    </div>\n  </div>\n\nIn your class:\n\nthis.cityArray = new FormArray([new FormControl('SF')]);\nthis.myGroup = new FormGroup({\n  cities: this.cityArray\n});\n\nngModelGroup: \\
  <div [formGroup]='myGroup' \n
  <input [(ngModel)]='person.name' name='first_Name'>\n</div>\n</form>\n\nngModelWithFormGroup: \\
  <div [formGroup]='myGroup' \n
    <input formControlName='firstName'>\n    <input [(ngModel)]='showMoreControls' [ngModelOptions]='{standalone: true}'>\n  </div>\n\n/**
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 */

var ReactiveErrors = /** @class */
  function ReactiveErrors() {
    ReactiveErrors.controlParentException = function () {
      throw new Error("FormControlName must be used with a parent formGroup directive. You'll want to add a formGroup\n      directive and pass it an existing FormGroup instance (you can create one in your class).\n      Example:\n      \
      \
      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.\n      Option 1: Update the parent to be formGroupName (reactive form strategy)\n      \n      formGroupName + FormErrorExamples.formGroupName + \n      Option 2: Use ngModel instead of formControlName (template-driven strategy)\n      \n      ReactiveErrors.missingFormException = function () {
        throw new Error("formGroup expects a FormGroup instance. Please pass one in.\n      Example:\n      \
      ReactiveErrors.groupParentException = function () {
        throw new Error("formGroupName must be used with a parent formGroup directive. You'll want to add a formGroup\n      directive and pass it an existing FormGroup instance (you can create one in your class).\n      Example:\n      \
      ReactiveErrors.arrayParentException = function () {
        return new Error("formArrayName must be used with a parent formGroup directive. You'll want to add a formGroup\n      directive and pass it an existing FormGroup instance (you can create one in your class).\n      Example:\n      \
      ReactiveErrors.disabledAttrWarning = function () {
        console.warn("\n        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.\n      Example: \n      form = new FormGroup({\n        first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),\n        last: new FormControl('Drew', Validators.required)\n      });\n      \
      Support for using the ngModel input property and ngModelChange event with reactive form directives has been deprecated in Angular v6 and will be removed in Angular v7.\n      For more information on this, see our API docs here: https://angular.io/api/forms/" + (directiveName === 'formControl' ? 'FormControlDirective' : 'FormControlName') + "#use-with-ngmodel\n      \
      ReactiveErrors.ngModelWarning = function (directiveName) {
        console.warn("\n        It looks like you're using ngModel on the same form field as " + directiveName + "+.\n        Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license\n      \
      ReactiveErrors.useExisting: core.forwardRef(function () { return SelectControlValueAccessor; })\n      \n      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];
      }
      ReactiveErrors.disabledAttrWarning = function () {
        console.warn("\n        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.\n      Example: \n      form = new FormGroup({\n        first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),\n        last: new FormControl('Drew', Validators.required)\n      });\n      \
      Support for using the ngModel input property and ngModelChange event with reactive form directives has been deprecated in Angular v6 and will be removed in Angular v7.\n      For more information on this, see our API docs here: https://angular.io/api/forms/" + (directiveName === 'formControl' ? 'FormControlDirective' : 'FormControlName') + "#use-with-ngmodel\n      \
      ReactiveErrors.ngModelWarning = function (directiveName) {
        console.warn("\n        It looks like you're using ngModel on the same form field as " + directiveName + "+.\n"
* changes. The value accessor is used by the `FormControlDirective`, `FormControlName`, and
`NgModel` directives. *### Using select controls in a reactive form
* To use a select in a template-driven form, simply add an `ngModel` and a `name` attribute to the main `<select>` tag.

### Using select controls in a template-driven form

To use a select in a template-driven form, simply add an `ngModel` and a `name` attribute to the main `<select>` tag.

```ts
* const selectedCountriesControl = new FormControl();
```

```ts
* @param fn The callback function
```
this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);

/** @internal */
SelectControlValueAccessor.prototype._registerOption = function () { return (this._idCounter++).toString(); };
/** @internal */
SelectControlValueAccessor.prototype._getOptionId = function (value) {
    var id = this._optionMap.get(value);
    return id;
}
/** @internal */
SelectControlValueAccessor.prototype._getOptionValue = function (value) {
    var option = this._optionMap.get(value);
    return option;
}

__decorate([core.Input()], SelectControlValueAccessor.prototype, "compareWith", null);
SelectControlValueAccessor = __decorate([core.Directive({ selector: 'select:not([multiple])[formControlName],select:not([multiple])[formControl],select:not([multiple])[ngModel]',
    host: { '(change)': 'onChange($event.target.value)', '(blur)': 'onTouched()' },
    providers: [SELECT_VALUE_ACCESSOR] }),
    __metadata("design:paramtypes", [core.Renderer2,
    core.ElementRef])], SelectControlValueAccessor);

this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);

/** @internal */
SelectControlValueAccessor.prototype._registerOption = function () { return (this._idCounter++).toString(); };
/** @internal */
SelectControlValueAccessor.prototype._getOptionId = function (value) {
    var id = this._optionMap.get(value);
    return id;
}
/** @internal */
SelectControlValueAccessor.prototype._getOptionValue = function (value) {
    var option = this._optionMap.get(value);
    return option;
}

__decorate([core.Input('ngValue'),
    __metadata("design:type", Object),
    __metadata("design:paramtypes", [Object])], NgSelectOption.prototype, "ngValue", null);
__decorate([core.Input('value'),
    __metadata("design:type", Object),
    __metadata("design:paramtypes", [Object])], NgSelectOption.prototype, "value", null);
NgSelectOption = __decorate([core.Directive({ selector: 'option' }),
    __param(2, core.Optional()),
    __param(2, core.Host()),
    __metadata("design:paramtypes", [core.ElementRef, core.Renderer2,
    SelectControlValueAccessor])], NgSelectOption);

/**
 * @description
 * Marks `<option>` as dynamic, so Angular can be notified when options change.
 * @see `SelectControlValueAccessor`
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
NgSelectOption = NgSelectOption;
### Customizing option selection

To customize the default option comparison algorithm, `<select>` supports `compareWith` input. For example:

```html
<select multiple name="countries" [formControl]="countryControl">
  <option *ngFor="let country of countries" [ngValue]="country">
    {{ country.name }}
  </option>
</select>
```

### Using a multi-select control

The following example shows how to use a multi-select control with a reactive form:

```ts
const countryControl = new FormControl();
```

```html
<select multiple name="countries" [formControl]="countryControl">
  <option *ngFor="let country of countries" [ngValue]="country">
    {{ country.name }}
  </option>
</select>
```

### Using a reactive form

With a reactive form:

```ts
const countryControl = new FormControl();
```
```javascript
SelectMultipleControlValueAccessor.prototype.setDisabledState = function (isDisabled) {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
}

SelectMultipleControlValueAccessor.prototype._registerOption = function (value) {
    var id = (this._idCounter++).toString();
    this._optionMap.set(id, value);
    return id;
}

SelectMultipleControlValueAccessor.prototype._getOptionId = function (value) {
    var e_1, _a;
    try {
        for (var _b = __values(Array.from(this._optionMap.keys())), _c = _b.next();
        !_c.done; _c = _b.next()) {
            var id = _c.value;
            if (this._compareWith(this._optionMap.get(id)._value, value))
                return id;
        }
    }
    catch (e_1_1) { e_1 = { error: e_1_1 }; }
    finally {
        if (_c && !_c.done && (_a = _b.return)) _a.call(_b);
    }
    return null;
}

SelectMultipleControlValueAccessor.prototype._getOptionValue = function (valueString) {
    var id = _extractId$1(valueString);
    return this._optionMap.get(id) ? this._optionMap.get(id)._value : valueString;
}

__decorate(
    [core.Input(),
    __metadata("design:type", Function),
    __metadata("design:paramtypes", [Function])
],
SelectMultipleControlValueAccessor.prototype, "compareWith", null);

SelectMultipleControlValueAccessor = __decorate(
    [core.Directive({
        selector: 'select[multiple][formControlName],select[multiple][formControl],select[multiple][ngModel]',
        host: {
            '(change)': 'onChange($event.target)', '(blur)': 'onTouched()'
        },
        providers: [SELECT_MULTIPLE_VALUE_ACCESSOR]
    }),
    __metadata("design:paramtypes", [core.Renderer2, core.ElementRef])
], SelectMultipleControlValueAccessor);

return SelectMultipleControlValueAccessor;

/**
 * @description
 * Marks `<option>` as dynamic, so
 * Angular can be notified when options change.
 *
 * @see `SelectMultipleControlValueAccessor`
 *
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */

NgSelectMultipleOption = /** @class */ (function () {
    function NgSelectMultipleOption(_element, _renderer, _select) {
        this._element = _element;
        this._renderer = _renderer;
        this._select = _select;
        if (this._select) {
            this.id = this._select._registerOption(this);
        }
    }

    Object.defineProperty(NgSelectMultipleOption.prototype, "ngValue", {
        /**
         * @description
         * Tracks the value bound to the option element. Unlike the value binding,
         * ngValue supports binding
         * to objects.
         */
        set: function (value) {
            if (this._select == null)
                return;
            this._value = value;
            this._setElementValue(_buildValueString$1(this.id, value));
            this._select.writeValue(this._select.value);
        },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(NgSelectMultipleOption.prototype, "value", {
        /**
         * @description
         * Tracks simple string values bound to the option element.
         * For objects, use the `ngValue` input binding.
         */
        set: function (value) {
            if (this._select) {
                this._value = value;
                this._setElementValue(_buildValueString$1(this.id, value));
                this._select.writeValue(this._select.value);
            } else {
                this._setElementValue(value);
            }
        },
        enumerable: true,
        configurable: true
    });

    __decorate(
        [core.Input('ngValue'),
        __metadata("design:type", Object),
        __metadata("design:paramtypes", [Object])
    ],
    NgSelectMultipleOption.prototype, "ngValue", null);
```
__decorate([core.Input('value'), __metadata("design:type", Object),
            __metadata("design:paramtypes", [Object])], NgSelectMultipleOption.prototype, "value", null);

NgSelectMultipleOption = __decorate([core.Directive({ selector: 'option' }),
            __param(2, core.Optional()), __param(2, core.Host()),
            __metadata("design:paramtypes", [core.ElementRef,
                core.Renderer2, core.SelectMultipleControlValueAccessor])], NgSelectMultipleOption.prototype, "value", null);

NgSelectMultipleOption = __decorate([core.Directive({ selector: 'option' }),
            __param(2, core.Optional()), __param(2, core.Host()),
            __metadata("design:paramtypes", [core.ElementRef,
                core.Renderer2, SelectMultipleControlValueAccessor])
        ], NgSelectMultipleOption);

setUpControl(control, dir) {
    if (!control)
        _throwError(dir, 'Cannot find control with');
    if (!dir.valueAccessor)
        _throwError(dir, 'No value accessor for form control with');

    control.validator = Validators.compose([control.validator, dir.validator]);
    control.asyncValidator = Validators.composeAsync([control.asyncValidator, dir.asyncValidator]);

    dir.valueAccessor.writeValue(control.value);
    setUpViewChangePipeline(control, dir);
    setUpModelChangePipeline(control, dir);
    setUpBlurPipeline(control, dir);
    if (dir.valueAccessor.setDisabledState) {
        control.registerOnDisabledChange(function (isDisabled) {
            dir.valueAccessor.setDisabledState(isDisabled);
        });
    }

    for (validator of dir._rawValidators)
        if (validator.registerOnValidatorChange)
            validator.registerOnValidatorChange(function () { return control.updateValueAndValidity(); });

    for (validator of dir._rawAsyncValidators)
        if (validator.registerOnValidatorChange)
            validator.registerOnValidatorChange(function () { return control.updateValueAndValidity(); });

    if (control)
        control._clearChangeFns();
}

setUpBlurPipeline(control, dir) {
    dir.valueAccessor.registerOnTouched(function () { return _noControlError(dir); });
    dir.valueAccessor.registerOnChange(function (newValue) {
        control._pendingValue = newValue;
        control._pendingChange = true;
        if (control.updateOn === 'change')
            updateControl(control, dir);
    });

    if (control.updateOn !== 'submit')
        control.markAsTouched();
}

setUpFormContainer(control, dir) {
    if (control == null)
        _throwError(dir, 'Cannot find control with');

    control.validator = Validators.compose([control.validator, dir.validator]);
    control.asyncValidator = Validators.composeAsync([control.asyncValidator, dir.asyncValidator]);

    if (control)
        control._clearChangeFns();
}

setUpViewChangePipeline(control, dir) {
    for (validator of control._pendingChange)
        if (validator.registerOnValidatorChange)
            validator.registerOnValidatorChange(null);

    if (control._pendingDirty)
        control.markAsDirty();

    updateControl(control, dir);
}

setUpModelChangePipeline(control, dir) {
    if (control.updateOn === 'change')
        control.setValue(control._pendingValue, { emitModelToViewChange: false });

    dir.viewToModelUpdate(control._pendingValue);
    control._pendingDirty = true;

    if (control.updateOn === 'submit')
        control.markAsTouched(null);

    updateControl(control, dir);
}

setUpBlurPipeline(control, dir) {
    if (control.updateOn === 'blur' & control._pendingChange)
        updateControl(control, dir);
}

setUpFormContainer(control, dir) {
    if (control == null)
        _throwError(dir, 'Cannot find control with');

    control.validator = Validators.compose([control.validator, dir.validator]);
    control.asyncValidator = Validators.composeAsync([control.asyncValidator, dir.asyncValidator]);

    if (control)
        control._clearChangeFns();
}

setUpFormChange(control, dir) {
    if (control == null)
        _throwError(dir, 'There is no FormControl instance attached to form control element with');

    for (validator of control._pendingChange)
        if (validator.registerOnValidatorChange)
            validator.registerOnValidatorChange(null);

    if (control._pendingDirty)
        control.markAsDirty();

    control.setValue(control._pendingValue, { emitModelToViewChange: false });

    dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
}

setUpFormComponent(control, dir) {
    if (control == null)
        _throwError(dir, 'There is no FormControl instance attached to form control element with');

    for (validator of control._pendingChange)
        if (validator.registerOnValidatorChange)
            validator.registerOnValidatorChange(null);

    if (control._pendingDirty)
        control.markAsDirty();

    control.setValue(control._pendingValue, { emitModelToViewChange: false });

    dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
}

setUpModelChangePipeline(control, dir) {
    if (control == null)
        _throwError(dir, 'Cannot find control with');

    for (validator of control._pendingChange)
        if (validator.registerOnValidatorChange)
            validator.registerOnValidatorChange(null);

    if (control._pendingDirty)
        control.markAsDirty();

    control.setValue(control._pendingValue, { emitModelToViewChange: false });

    dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
}

setUpFormComponent(control, dir) {
    if (control == null)
        _throwError(dir, 'There is no FormControl instance attached to form control element with');

    for (validator of control._pendingChange)
        if (validator.registerOnValidatorChange)
            validator.registerOnValidatorChange(null);

    if (control._pendingDirty)
        control.markAsDirty();

    control.setValue(control._pendingValue, { emitModelToViewChange: false });

    dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
}
null ? Validators.compose(validators.map(normalizeValidator)) : null;

function composeAsyncValidators(validators) {
  return validators != null ?
    Validators.composeAsync(validators.map(normalizeAsyncValidator)) :
        null;
}

function isPropertyUpdated(changes, viewModel) {
  if (!changes.hasOwnProperty('model'))
    return false;

  var change = changes['model'];
  if (change.isFirstChange())
    return true;

  return !core.looseIdentical(viewModel, change.currentValue);
}

var BUILTIN_ACCESSORS = [
  CheckboxControlValueAccessor,
  RangeValueAccessor,
  NumberValueAccessor,
  SelectControlValueAccessor,
  SelectMultipleControlValueAccessor,
  RadioControlValueAccessor,
];

function isBuiltInAccessor(valueAccessor) {
  return BUILTIN_ACCESSORS.some(function (a) {
    return valueAccessor.constructor === a;
  });
}

function syncPendingControls(form, directives) {
  form._syncPendingControls();

  directives.forEach(function (dir) {
    var control = dir.control;
    if (control.updateOn === 'submit' && control._pendingChange) {
      dir.viewToModelUpdate(control._pendingValue);
      control._pendingChange = false;
    }
  });
}

var selectValueAccessor = function(dir, valueAccessors) {
  if (!valueAccessors)
    return null;

  if (!Array.isArray(valueAccessors))
    _throwError(dir, 'Value accessor was not provided as an array for form
                         control with');

  var defaultAccessor = undefined;
  var builtInAccessor = undefined;
  var customAccessor = undefined;

  valueAccessors.forEach(function (v) {
    if (v.constructor === DefaultValueAccessor) {
      defaultAccessor = v;
    }
    else if (isBuiltInAccessor(v)) {
      if (builtInAccessor)
        _throwError(dir, 'More than one built-in value accessor matches form control
                          with');
      builtInAccessor = v;
    }
    else {
      if (customAccessor)
        _throwError(dir, 'More than one custom value accessor matches form control
                          with');
      customAccessor = v;
    }
  });

  if (customAccessor)
    return customAccessor;
  if (builtInAccessor)
    return builtInAccessor;
  if (defaultAccessor)
    return defaultAccessor;

  _throwError(dir, 'No valid
                                value accessor for form control with');
  return null;
}

function removeDir(list, el) {
  var index = list.indexOf(el);
  if (index > -1)
    list.splice(index, 1);
}

function _ngModelWarning(name, type, instance, warningConfig) {
  if (!core.isDevMode() || warningConfig === 'never')
    return;

  if (((warningConfig === null || warningConfig === 'once') && !type._ngModelWarningSentOnce) ||
    (warningConfig === 'always' && !instance._ngModelWarningSent)) {
    ReactiveErrors.ngModelWarning(name);
    type._ngModelWarningSentOnce = true;
    instance._ngModelWarningSent = true;
  }
}

/**
 * Reports that a FormControl is valid, meaning that no errors exist in the input value.
 * @see `status`
 */
var VALID = 'VALID';

/**
 * Reports that a FormControl is invalid, meaning that an error exists in the input value.
 * @see `status`
 */
var INVALID = 'INVALID';

/**
 * Reports that a FormControl is pending, meaning that async validation is occurring and errors are
 * not yet available for the input value.
 * @see `status`
 * @see `markAsPending`
 */
var PENDING = 'PENDING';

/**
 * Reports that a FormControl is disabled, meaning that the control is exempt from ancestor
 * calculations of validity or value.
 * @see `markAsDisabled`
 */
var DISABLED = 'DISABLED';

/**
 * @license
 * Copyright Google Inc. All Rights Reserved.
 * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license
 */
function coerceToValidator(validatorOrOpts) {
    var validator = (isOptionsObj(validatorOrOpts) ?
        validatorOrOpts.validators : void 0);
    if (validator) { return validator; } else { return null; }
}

function coerceToAsyncValidator(validator, asyncValidator) {
    var origAsyncValidator = (isOptionsObj(validator) ?
        validator.asyncValidators : void 0);
    if (origAsyncValidator) { return origAsyncValidator; } else { return null; }
}

// This is the base class for `FormControl`, `FormGroup`, and `FormArray`.

Object.defineProperty(AbstractControl.prototype, "parent", {
    /**
    * A control is `parented` when its `status` is `PENDING`.
    *
    * @see 
    * @param parent
    * @returns True if the user has not yet changed the value in the UI.
    */
    get: function () { return this.status === PENDING; },

true, enumerable: true, configurable: true });
}

Function.prototype.clone = function () {
    return new Function(this.toString());
};

function clone(value) {
    if (value === null || value === undefined) { return value; }
    if (value instanceof Array) { return value.slice(); }
    return Object.assign({}, value);
}

function isOptionsObj(obj) {
    return isObject && typeof obj === 'object' && obj !== null &&
        typeof obj !== 'function' &&
        !!Object.getOwnPropertyNames(obj).length
}

function isObject(obj) {
    return obj === null || typeof obj === 'object';
}

function cloneArray(array) {
    return array.slice();
}

function isObjectArray(array) {
    return Array.isArray(array) &&
        array.every(isObject);}

const lodash = isObject && lodash || isObject && cloneArray ||
    Object.assign;
* A control is `dirty` if the user has changed the value in the UI; compare `pristine`.

  * Programmatic changes to a control’s value do not mark it dirty.

  * A control is `untouched` if the user has not yet triggered an event on it.

  * A control is `dirty` if the user has not yet triggered an event on it.

  * `clearAsyncValidators()` for the new validation to take effect.

  * `updateValueAndValidity()` for the new validation to take effect.

  * `markAsTouched()` for the new validation to take effect.

  * `markAsDirty()` for the new validation to take effect.

  * `markAsPristine()` for the new validation to take effect.

  * `markAsUntouched()` for the new validation to take effect.

  * `setAsyncValidators(newValidator)`.

  * `setValidators(newValidator)`.

  * `clearValidators()`.

  * `clearAsyncValidators()`.

  * `updateOn`.

  * `updateValueAndValidity()` for the new validation to take effect.

  * `setAsyncValidators(newValidator)`.

  * `setValidators(newValidator)`.

  * `clearAsyncValidators()`.

  * `clearValidators()`.

  * `setAsyncValidators(newValidator)`.

  * `setValidators(newValidator)`.

  * `clearAsyncValidators()`.

  * `clearValidators()`.

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  * `setAsyncValidators(newValidator)`.

  * `setValidators(newValidator)`.

  * `clearAsyncValidators()`.

  * `clearValidators()`.

  * `setAsyncValidators(newValidator)`.

  * `setValidators(newValidator)`.

  * `clearAsyncValidators()`.

  * `clearValidators()`.
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```javascript
this.forEachChild(function (control) { control.enable({ onlySelf: true }); });
```

### 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.

```javascript
this.form.get('person.name');
```

### Manually set the errors for a control

```javascript
login.setValue('someOtherLogin');
```

```javascript
expect(login.valid).toEqual(true);
```
&& formState !== null &&\n
Object.keys(formState).length === 2 && 'value' in formState && 'disabled'
in formState;\n
};\n
/** @internal */\n
AbstractControl.prototype._registerOnCollectionChange =
function (fn) { this._onCollectionChange = fn; };\n
/** @internal */\n
AbstractControl.prototype._setUpdateStrategy = function (opts) {\n
if (isOptionsObj(opts) &&
opts.updateOn != null) {\n
this._updateOn = opts.updateOn;\n
}\n
};\n
/**\n
* Check
to see if parent has been marked artificially dirty.\n
*\n
* @internal\n
*/\n
AbstractControl.prototype._parentMarkedDirty = function (onlySelf) {\n
var parentDirty = this._parent &&
this._parent.dirty;\n
return !onlySelf && parentDirty && !this._parent._anyControlsDirty();\n
};\n
return AbstractControl;\n }());\n /**\n * Tracks the value and validation status of an individual form control.\n
*\n * This is one of the three fundamental building blocks of Angular forms, along with\n * `FormGroup` and
`FormArray`. It extends the `AbstractControl` class that\n * implements most of the base functionality for
accessing the value, validation status,\n * user interactions and events.\n *\n * @see `AbstractControl`\n *
@see [Reactive Forms Guide](guide/reactive-forms)\n * @see [Usage Notes](#usage-notes)\n *\n *
@usageNotes\n *\n * ### Initializing Form Controls\n *\n * Instantiate a `FormControl`, with an initial
value.\n *\n * ```ts\n * const control = new FormControl('some value');\n * console.log(control.value); //
'some value'\n *```\n *\n * The following example initializes the control with a form state object. The
`value`\n * and `disabled` keys are required in this case.\n *\n * ```ts\n * const control = new
FormControl({ value: 'n/a', disabled: true });\n * console.log(control.value); // 'n/a'\n *
console.log(control.status); // 'DISABLED'\n * ```\n *\n * The following example initializes the control
with a sync validator.\n *\n * ```ts\n * const control = new FormControl('', Validators.required);\n *
console.log(control.value);
// ''\n * console.log(control.status); // 'INVALID'\n * ```\n *\n * The
following example initializes the control using an options object.\n *\n * ```ts\n * const control = new
FormControl('', {\n * validators: Validators.required,\n * asyncValidators: myAsyncValidator\n * });\n
* ```\n *\n * ### Configure the control to update on a blur event\n *\n * Set the `updateOn` option to
`'blur'` to update on the blur `event`.\n *\n * ```ts\n * const control = new FormControl('', { updateOn: 'blur'
});\n * ```\n *\n * ### Configure the control to update on a submit event\n *\n * Set the `updateOn`
option to `'submit'` to update on a submit `event`.\n *\n * ```ts\n * const control = new FormControl('', {
updateOn: 'submit' });\n * ```\n *\n * ### Reset the control back to an initial value\n *\n * You reset to a
specific form state by passing through a standalone\n * value 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 *\n * ```ts\n * const
control = new FormControl('Nancy');\n *\n * console.log(control.value); // 'Nancy'\n *\n *
control.reset('Drew');\n *\n * console.log(control.value); // 'Drew'\n * ```\n *\n * ### Reset the control
back to an initial value and disabled\n *\n * ```\n * const control = new FormControl('Nancy');\n *\n *
console.log(control.value); // 'Nancy'\n * console.log(control.status); // 'VALID'\n *\n * control.reset({ value:
'Drew', disabled: true });\n *\n * console.log(control.value); // 'Drew'\n * console.log(control.status); //
'DISABLED'\n * ```\n *\n * @publicApi\n */\n var FormControl = /** @class */ (function (_super) {\n
__extends(FormControl, _super);\n
/**\n
* Creates a new `FormControl` instance.\n
*\n
*
@param formState Initializes the control with an initial value,\n
* or an object that defines the initial value and
disabled state.\n
*\n
* @param validatorOrOpts A synchronous validator function, or an array of\n
*
such functions, or an `AbstractControlOptions` object that contains validation functions\n
* and a validation
trigger.\n
*\n
* @param asyncValidator A single async validator or array of async validator functions\n
*\n
*/\n
function FormControl(formState, validatorOrOpts, asyncValidator) {\n
if (formState ===
void 0) { formState = null; }\n
var _this = _super.call(this, coerceToValidator(validatorOrOpts),
coerceToAsyncValidator(asyncValidator, validatorOrOpts)) || this;\n
/** @internal */\n
_this._onChange = [];\n
_this._applyFormState(formState);\n
_this._setUpdateStrategy(validatorOrOpts);\n
_this.updateValueAndValidity({ onlySelf: true, emitEvent:
false });\n
_this._initObservables();\n
return _this;\n
}\n
/**\n
* Sets a new value for the
form control.\n
*\n
* @param value The new value for the control.\n
* @param options

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Configuration options that determine how the control propagates changes and emits events when the value changes.
 * The configuration options are passed to the `FormControl#updateValueAndValidity` method. 
   * `onlySelf`: When true, each change only affects this control, and not its parent. Default is `false`.
   * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control value is updated. When false, no events are emitted.
   * `emitModelToViewChange`: When true or not supplied (the default), each change triggers an event to update the view.
   * `emitViewToModelChange`: When true or not supplied (the default), each change triggers an event to update the model.

The `FormControl.prototype.setValue` function sets the value of a control. 

* `value`: The initial value.
* `options`: A configuration object that determines how the control propagates changes and emits events after the value changes.

The function is functionally the same as `FormGroup#setValue` on `FormGroups` and `FormArrays`, where it does behave differently.

The configuration options are passed to the `updateValueAndValidity` method. It exists for symmetry with `FormGroup#patchValue` on `FormGroups` and `FormArrays`, where it

This function is functionally the same as `FormControl#setValue` at this level. It exists for symmetry with `FormGroup#patchValue` on `FormGroups` and `FormArrays`, where it

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This function is functionally the same as `FormControl#setValue` at this level. It exists for symmetry with `FormGroup#patchValue` on `FormGroups` and `FormArrays`, where it
FormGroup.prototype.patchValue = function (value, options) {
    var _this = this;
    if (options === void 0) { options = {}; }
    Object.keys(value).forEach(function (name) {
        if (_this.controls[name])
            _this.controls[name].patchValue(value[name], { onlySelf: true, emitEvent: options.emitEvent });
    });
    this.updateValueAndValidity(options);
}

FormGroup.prototype.setValue = function (value, options) {
    var _this = this;
    if (options === void 0) { options = {}; }
    * @param controlName The name of the control
    * @param value The value to set
    * @param options Configuration options
    
    * The configuration options are passed to the { @link AbstractControl#updateValueAndValidity } method.
    * @param value The value to set
    * @param options Configuration options
    
    * The configuration options are passed to the { @link AbstractControl#updateValueAndValidity } method.
    * @param value The value to set
    * @param options Configuration options
    
    * The configuration options are passed to the { @link AbstractControl#updateValueAndValidity } method.
    * @param value The value to set
    * @param options Configuration options
You reset to a specific form state by passing in a map of state\nthat matches the structure of your form, with control names as keys. The state\nis a standalone value or a form state object with both a value and a disabled\nstatus. * @param value Resets the control with an initial value,\nor an object that defines the initial value and disabled state. * @param options Configuration options that determine how the control propagates changes and emits events when the group is reset. * * `onlySelf`: When true, each change only affects this control, and not its parent. Default is false. * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is reset. * When false, no events are emitted. * The configuration options are passed to the {} method. * * @usageNotes

### Reset the form group values

```ts
FormGroup({
  first: new FormControl('first name'),
  last: new FormControl('last name')
}).reset();
```

### Reset the form group values and disabled status

```ts
FormGroup({
  first: new FormControl('first name', true),
  last: new FormControl('last name', true)
}).reset({
  first: false,
  last: false
});
```

### Reset the form group values regardless of disabled status

```ts
FormGroup({
  first: new FormControl('first name'),
  last: new FormControl('last name')
}).reset(value: any);
```
```javascript
FormArray.prototype.patchValue = function (value, options) {
    var _this = this;
    if (options === void 0) { options = {}; }
    value.forEach(function (newValue, index) {
        if (_this._onCollectionChange) {
            _this._onCollectionChange();
        }
        _this.controls[index].setValue(newValue, { onlySelf: true, emitEvent: options.emitEvent });
    });
}
```

```javascript
FormArray.prototype.setValue = function (value, options) {
    if (options === void 0) { options = {}; }
    this._checkAllValuesPresent(value);
    this.updateValueAndValidity(options);
}
```

```javascript
FormArray.prototype.removeAt = function (index) {
    this.controls.splice(index, 1);
    if (control) {
        this.controls.splice(index, 0, control);
    }
    this._registerControl(control);
    this.updateValueAndValidity();
}
```

```javascript
FormArray.prototype.insert = function (index, control) {
    this.controls.splice(index, 0, control);
    this._registerControl(control);
    this.updateValueAndValidity();
}
```

```javascript
FormArray.prototype.setControl = function (index, control) {
    if (this.controls[index]) {
        this.controls[index]._registerOnCollectionChange(function () { });
    } else {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
}
```

```javascript
FormArray.prototype.removeAt = function (index) {
    this.controls.splice(index, 1);
    if (control) {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
}
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    if (this.controls[index]) {
        this.controls[index]._registerOnCollectionChange(function () { });
    }
    else {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
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    }
    else {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
}
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    if (control) {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
}
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    this._registerControl(control);
    this.updateValueAndValidity();
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    if (this.controls[index]) {
        this.controls[index]._registerOnCollectionChange(function () { });
    }
    else {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
}
```

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    if (control) {
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        this.controls[index]._registerOnCollectionChange(function () { });
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        this._registerControl(control);
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        this.controls[index]._registerOnCollectionChange(function () { });
    }
    else {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
}
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    this.controls.splice(index, 1);
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        this.controls.splice(index, 0, control);
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    }
}
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        this.controls.splice(index, 0, control);
        this._registerControl(control);
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    this.controls.splice(index, 1);
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        this._registerControl(control);
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    this._registerControl(control);
    this.updateValueAndValidity();
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    if (this.controls[index]) {
        this.controls[index]._registerOnCollectionChange(function () { });
    }
    else {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
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        this.controls.splice(index, 0, control);
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        this.updateValueAndValidity();
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        this.controls[index]._registerOnCollectionChange(function () { });
    }
    else {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
}
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    this.controls.splice(index, 1);
    if (control) {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
}
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    if (this.controls[index]) {
        this.controls[index]._registerOnCollectionChange(function () { });
    }
    else {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
}
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FormArray.prototype.removeAt = function (index) {
    this.controls.splice(index, 1);
    if (control) {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
}
```
FormArray.prototype._forEachChild = function (cb) {
    this.controls.forEach(function (control, index) {
        try {
            cb(control, index);
        } catch (err) {
            throw new Error("Cannot find form control at index " + index);
        }
    });
}

FormArray.prototype._updateValue = function () {
    this.value =
        this.controls.filter(function (control) { return control.enabled || control.disabled; })
            .map(function (control) { return control.value; });
}

FormArray.prototype._throwIfControlMissing = function (index) {
    if (!this.controls.length) {
        throw new Error("There are no form controls registered with this array yet.  If you're using ngModel,\n        you may want to check next tick (e.g. use setTimeout).\n      ");
    }
    if (!this.at(index)) {
        throw new Error("\n        There are no form controls registered with this array yet.  If you're using ngModel,\n        you may want to check next tick (e.g. use setTimeout).\n      ");
    }
    if (!this.controls[index]) {
        throw new Error("Cannot find form control at index " + index);
    }
}

FormArray.prototype.getRawValue = function () {
    return this.controls.map(function (control) {
        return control.value;
    });
}

FormArray.prototype._updatePristine = function (options) {
    this._forEachChild(function (control, index) {
        control.reset(value[index], { onlySelf: true, emitEvent: options.emitEvent });
    });
    this.updateValueAndValidity({ onlySelf: true, emitEvent: options.emitEvent });
}

FormArray.prototype.updateValueAndValidity = function (options) {
    this._updateValueAndValidity(options);
    this._updateValidity(options);
    this._updateTouched(options);
}

FormArray.prototype.updateValueAndValidity = function (options) {
    this._updateValueAndValidity(options);
    this._updateValidity(options);
    this._updateTouched(options);
}

FormArray.prototype.reset = function (value, options) {
    if (value === void 0) { value = []; }
    this.updateValueAndValidity({ onlySelf: true, emitEvent: options.emitEvent });
    this._forEachChild(function (control, index) {
        control.reset(value[index], { onlySelf: true, emitEvent: options.emitEvent });
    });
    this.updateValueAndValidity({ onlySelf: true, emitEvent: options.emitEvent });
}

FormArray.prototype.clear = function () {
    if (this.controls.length < 1) return;
    this.controls.forEach(function (control) {
        control.reset(null, { onlySelf: true, emitEvent: options.emitEvent });
    });
    this.updateValueAndValidity({ onlySelf: true, emitEvent: options.emitEvent });
}

FormArray.prototype._forEachChild = function (cb) {
    this.controls.forEach(function (control, index) {
        try {
            cb(control, index);
        } catch (err) {
            throw new Error("Cannot find form control at index " + index);
        }
    });
}

FormArray.prototype._throwIfControlMissing = function (index) {
    if (!this.controls[index]) {
        throw new Error("Cannot find form control at index " + index);
    }
}

FormArray.prototype._forEachChild = function (cb) {
    this.controls.forEach(function (control, index) {
        try {
            cb(control, index);
        } catch (err) {
            throw new Error("Cannot find form control at index " + index);
        }
    });
}

FormArray.prototype._throwIfControlMissing = function (index) {
    if (!this.controls[index]) {
        throw new Error("Cannot find form control at index " + index);
    }
}

FormArray.prototype._forEachChild = function (cb) {
    this.controls.forEach(function (control, index) {
        try {
            cb(control, index);
        } catch (err) {
            throw new Error("Cannot find form control at index " + index);
        }
    });
}

FormArray.prototype._throwIfControlMissing = function (index) {
    if (!this.controls[index]) {
        throw new Error("Cannot find form control at index " + index);
    }
}

FormArray.prototype._forEachChild = function (cb) {
    this.controls.forEach(function (control, index) {
        try {
            cb(control, index);
        } catch (err) {
            throw new Error("Cannot find form control at index " + index);
        }
    });
}

FormArray.prototype._throwIfControlMissing = function (index) {
    if (!this.controls[index]) {
        throw new Error("Cannot find form control at index " + index);
    }
}
FormArray.prototype._anyControls = function (condition) {\n
return this.controls.some(function (control)
{ return control.enabled && condition(control); });\n
};\n
/** @internal */\n
FormArray.prototype._setUpControls = function () {\n
var _this = this;\n
this._forEachChild(function
(control) { return _this._registerControl(control); });\n
};\n
/** @internal */\n
FormArray.prototype._checkAllValuesPresent = function (value) {\n
this._forEachChild(function (control, i)
{\n
if (value[i] === undefined) {\n
throw new Error(\"Must supply a value for form control at
index: \" + i + \".\");\n
}\n
});\n
};\n
/** @internal */\n
FormArray.prototype._allControlsDisabled = function () {\n
var e_2, _a;\n
try {\n
for (var _b
= __values(this.controls), _c = _b.next(); !_c.done; _c = _b.next()) {\n
var control = _c.value;\n
if (control.enabled)\n
return false;\n
}\n
}\n
catch (e_2_1) { e_2 = { error:
e_2_1 }; }\n
finally {\n
try {\n
if (_c && !_c.done && (_a = _b.return)) _a.call(_b);\n
}\n
finally { if (e_2) throw e_2.error; }\n
}\n
return this.controls.length > 0 ||
this.disabled;\n
};\n
FormArray.prototype._registerControl = function (control) {\n
control.setParent(this);\n
control._registerOnCollectionChange(this._onCollectionChange);\n
};\n
return FormArray;\n }(AbstractControl));\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 formDirectiveProvider = {\n
provide:
ControlContainer,\n
useExisting: core.forwardRef(function () { return NgForm; })\n };\n var 0 = function ()
{ return Promise.resolve(null); };\n var resolvedPromise = (0)();\n /**\n * @description\n * Creates a toplevel `FormGroup` instance and binds it to a form\n * to track aggregate form value and validation status.\n *\n
* As soon as you import the `FormsModule`, this directive becomes active by default on\n * all `<form>` tags.
You don't need to add a special selector.\n *\n * You optionally export the directive into a local template
variable using `ngForm` as the key\n * (ex: `#myForm=\"ngForm\"`). This is optional, but useful. Many
properties from the underlying\n * `FormGroup` instance are duplicated on the directive itself, so a reference to
it\n * gives you access to the aggregate value and validity status of the form, as well as\n * user interaction
properties like `dirty` and `touched`.\n *\n * To register child controls with the form, use `NgModel` with a
`name`\n * attribute. You may use `NgModelGroup` to create sub-groups within the form.\n *\n * If
necessary, listen to the directive's `ngSubmit` event to be notified when the user has\n * triggered a form
submission. The `ngSubmit` event emits the original form\n * submission event.\n *\n * In template driven
forms, all `<form>` tags are automatically tagged as `NgForm`.\n * To import the `FormsModule` but skip its
usage in some forms,\n * for example, to use native HTML5 validation, add the `ngNoForm` and the `<form>`\n
* tags won't create an `NgForm` directive. In reactive forms, using `ngNoForm` is\n * unnecessary because the
`<form>` tags are inert. In that case, you would\n * refrain from using the `formGroup` directive.\n *\n *
@usageNotes\n *\n * ### Listening for form submission\n *\n * The following example shows how to
capture the form values from the \"ngSubmit\" event.\n *\n * {@example
forms/ts/simpleForm/simple_form_example.ts region='Component'}\n *\n * ### Setting the update options\n
*\n * The following example shows you how to change the \"updateOn\" option from its default using\n *
ngFormOptions.\n *\n * ```html\n * <form [ngFormOptions]=\"{updateOn: 'blur'}\">\n * <input
name=\"one\" ngModel> <!-- this ngModel will update on blur -->\n * </form>\n * ```\n *\n * ### Native
DOM validation UI\n *\n * In order to prevent the native DOM form validation UI from interfering with
Angular's form\n * validation, Angular automatically adds the `novalidate` attribute on any `<form>` whenever\n
* `FormModule` or `ReactiveFormModule` are imported into the application.\n * If you want to explicitly
enable native DOM validation UI with Angular forms, you can add the\n * `ngNativeValidate` attribute to the
`<form>` element:\n *\n * ```html\n * <form ngNativeValidate>\n * ...\n * </form>\n * ```\n *\n
* @ngModule FormsModule\n * @publicApi\n */\n var NgForm = /** @class */ (function (_super) {\n
__extends(NgForm, _super);\n
function NgForm(validators, asyncValidators) {\n
var _this =
_super.call(this) || this;\n
/**\n
* @description\n
* Returns whether the form submission has
been triggered.\n
*/\n
_this.submitted = false;\n
_this._directives = [];\n
/**\n
*

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NgForm.prototype.addControl = function (dir) {
    var this = this;
    resolvedPromise.then(function () {
        var container = this._findContainer(dir.path);
        dir.control = this;
        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);
        container.registerControl(dir.name, dir.control);
        setUpControl(dir.control, dir);
    });
}

NgForm.prototype.updateModel = function (dir, value) {
    var _this = this;
    if (container) {
        container.removeControl(dir.name);
    }
    if (container) {
        container.removeControl(dir.name);
    }
}

NgForm.prototype.getFormGroup = function (dir) { return this.form.get(dir.path); }

NgForm.prototype.getControl = function (dir) { return this.form.get(dir.path); }

NgForm.prototype.removeFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = this._findContainer(dir.path);
        var group = this.form.controls;
        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);
        }
    });
}

NgForm.prototype.getControl = function (dir) { return this.form.get(dir.path); }

NgForm.prototype.getFormGroup = function (dir) { return this.form.get(dir.path); }

NgForm.prototype.updateModel = function (dir, value) {
    var _this = this;
    resolvedPromise.then(function () {
        var ctrl = _this.form.get(dir.path);
        ctrl.setValue(value);
    });
}

NgForm.prototype.removeDir = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}

NgForm.prototype.removeDir = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}

NgForm.prototype.addFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        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);
        dir.control = this;
        container.registerControl(dir.name, dir.control);
        setUpControl(dir.control, 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.removeFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = this._findContainer(dir.path);
        var group = this.form.controls;
        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);
        }
    });
}

NgForm.prototype.getFormGroup = function (dir) { return this.form.get(dir.path); }

NgForm.prototype.getControl = function (dir) { return this.form.get(dir.path); }

NgForm.prototype.removeFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}

NgForm.prototype.removeControl = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}

NgForm.prototype.getFormGroup = function (dir) { return this.form.get(dir.path); }

NgForm.prototype.getControl = function (dir) { return this.form.get(dir.path); }

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    var _this = this;
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        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
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        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}

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NgForm.prototype.getControl = function (dir) { return this.form.get(dir.path); }

NgForm.prototype.removeFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}

NgForm.prototype.removeControl = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}

NgForm.prototype.getFormGroup = function (dir) { return this.form.get(dir.path); }

NgForm.prototype.getControl = function (dir) { return this.form.get(dir.path); }

NgForm.prototype.removeFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}

NgForm.prototype.removeControl = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}

NgForm.prototype.addFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = this._findContainer(dir.path);
        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);
        dir.control = this;
        container.registerControl(dir.name, dir.control);
        setUpControl(dir.control, 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.removeFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}

NgForm.prototype.removeControl = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}

NgForm.prototype.addFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = this._findContainer(dir.path);
        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);
        dir.control = this;
        container.registerControl(dir.name, dir.control);
        setUpControl(dir.control, 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.removeFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}

NgForm.prototype.removeControl = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
}
Open Source Used In MSX SD-Branch Service Pack 4.0.0

```
core.Self()); __param(1, core.Inject(NG_VALIDATE_DEFAULTORS)),
            __param(2, core.Optional()), __param(2,
core.Self())); __param(2, core.Inject(NG_ASYNC_VALIDATE_DEFAULTORS)),
            __metadata("design:paramtypes", [ControlContainer, Array, Array]]
        ], NgModelGroup); return NgModelGroup;

    /**
     * @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 formControlBinding = {
        provide: NgControl,
        useExisting:
            core.forwardRef(function () { return NgModel; })
    };
    var 0$1 = function () { return Promise.resolve(null);

    /**
     * `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
     * detection run.

     * Notes:
     * - this is just one extra run no matter how many `ngModel` have been changed.<
     * - this is a general problem when using `exportAs` for directives!<
     * ```
     * * @ngModule FormsModule
     * ```
@publicApi
    */
    var NgModel = /** @class */ (function (_super) {
        __extends(NgModel, _super);
        function NgModel(parent, validators, asyncValidators, valueAccessors) {
            var _this = _super.call(this) || this;
            _this.control = new FormControl();
            /** @internal */
            _this._registered = false;
            _this._rawValidators = validators || [];
            _this._rawAsyncValidators = asyncValidators || [];
            _this.valueAccessor = selectValueAccessor(_this, valueAccessors);
            return _this;
        }
        /**
         * Lifecycle method called before the directive's instance is destroyed. For internal use
         */
        NgModel.prototype.ngOnDestroy = function () { this.formDirective && this.formDirective.removeControl(this); }; Object.defineProperty(NgModel.prototype, "path", {
            get: function () {
                return this._parent ? controlPath(this.name, this._parent) : [this.name];
            },
            enumerable: true,
            configurable: true,
        });
        Object.defineProperty(NgModel.prototype, "validator", {
            get: function () { return composeValidators(this._rawValidators); },
            enumerable: true,
            configurable: true,
        });
        Object.defineProperty(NgModel.prototype, "asyncValidator", {
            get: function () {
                return composeAsyncValidators(this._rawAsyncValidators);
            },
            enumerable: true,
            configurable: true,
        });
        /**
         * @description
         * Sets the new value for the view model and emits an `ngModelChange` event.
         *
         * @param newValue The new value emitted by `ngModelChange`.
         */
        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._isParent) {
                this._checkParentType();
            }
            this._checkName();
        };
        NgModel.prototype._checkParentType = function () {
            if (!this._parent) {
                return true;
            } else if (!!(this.parent instanceof NgModelGroup) &
                (this.options instanceof NgModelGroup) &
                (!this._parent instanceof NgForm)) {
                TemplateDrivenErrors.formGroupNameException();
            } else if (!!(this._parent instanceof AbstractFormGroupDirective) {
                TemplateDrivenErrors.formGroupNameException();
            } else if (!!(this._parent instanceof NgModelGroup) &
                !this._parent instanceof NgForm) {
                TemplateDrivenErrors.modelParentException();
            } else if (!this.options.name) {
                this.name = this.options.name;
            } if
        }
(!this._isStandalone() && !this.name) { \n    TemplateDrivenErrors.missingNameException();
}\n
NgModel.prototype._updateValue = function (value) {\n    var _this = this;\n}
resolvedPromise$1.then(function () { _this.control.setValue(value, { emitViewToModelChange: false }); });\n\nNgModel.prototype._updateDisabled = function (changes) {\n    var _this = this;\n    var disabledValue = changes['isDisabled'].currentValue;\n    var isDisabled = disabledValue === '';\n    if (isDisabled) {
        _this.control.disable();\n    } else if (!isDisabled) {
        _this.control.enable();\n    }
}\n
__decorate([\n    core.Input(),\n    __metadata("design:type", String)
], NgModel.prototype, "name", void 0);\n
__decorate([\n    core.Input('disabled'),\n    __metadata("design:type", Boolean)
], NgModel.prototype, "isDisabled", void 0);\n
__decorate([\n    core.Input('ngModel'),\n    __metadata("design:type", Object)
], NgModel.prototype, "model", void 0);\n
__decorate([\n    core.Input('ngModelOptions'),\n    __metadata("design:type", Object)
], NgModel.prototype, "options", void 0);\n
__decorate([\n    core.Output('ngModelChange'),\n    __metadata("design:type", Object)
], NgModel.prototype, "update", void 0);\n
NgModel = __decorate([\n    core.Directive({\n        selector: '[ngModel]:not([formControlName]):not([formControl])',\n        providers: [formControlBinding],\n        exportAs: 'ngModel'
    }),\n    __param(0, core.Optional()), __param(0, core.Host()),\n    __param(1, core.Optional()), __param(1, core.Self()),\n    __param(1, core.Inject(NG_VALIDATORS)),\n    __param(2, core.Optional()), __param(2, core.Self()),\n    __param(2, core.Inject(NG_ASYNC_VALIDATORS)),\n    __param(3, core.Optional()), __param(3, core.Self()),\n    __param(3, core.Inject(NG_VALUE_ACCESSOR)),\n    __metadata("design:paramtypes", [ControlContainer,\n        Array,\n        Array,\n        Array])
], NgModel);\n
return NgModel;\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 found in the LICENSE\n * file at https://angular.io/license\n */\n
/**\n * @description\n * Adds `novalidate` attribute to all forms by default.\n *\n * If you want to use native validation with Angular forms, just add `ngNativeValidate` attribute:\n *\n * ```\n * <form ngNativeValidate></form>\n * ```\n *\n * @publicApi\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n */\n
var NgNoValidate = /** @class */ (function () {
    function NgNoValidate() {
    }
    NgNoValidate = __decorate([\n        core.Directive({\n            selector: 'form:not([ngNoForm]):not([ngNativeValidate])',\n            host: { 'novalidate': '' },\n        })\n    ], NgNoValidate);
    return NgNoValidate;
}\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 found in the LICENSE\n * file at https://angular.io/license\n */\n
/**\n * @description\n * Syncs a standalone `FormControl` instance to a form control element.\n *\n * @see Reactive Forms Guide\n * @see FormControl\n * @see AbstractControl\n *\n * @usageNotes\n * The following examples shows how to register a standalone control and set its value:\n *\n * @example forms/ts/simpleFormControl/simple_form_control_example.ts region='Component'\n * @example forms/ts/simpleFormControl/simple_form_control_example.ts region='Component'\n * @example forms/ts/simpleFormControl/simple_form_control_example.ts region='Component'\n * @example forms/ts/simpleFormControl/simple_form_control_example.ts region='Component'\n *\n * Use with ngModel\n *\n * Support for using the `ngModel` input property and `ngModelChange` event with reactive forms has been deprecated in Angular v6 and will be removed in a future version of Angular.\n *\n * Now deprecated:\n *\n * ```html\n * <input [formControl]='\' [(ngModel)]='value'>\n * ```\n *\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, which has understandably caused some confusion.

In addition, this pattern mixes template-driven and reactive forms strategies, which we generally don't recommend because it doesn't take advantage of the full benefits of either strategy. Setting the value in the template violates the template-agnostic principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer in the class removes the convenience of defining forms in the template.

To update your code before support is removed, you'll want to decide whether to stick with reactive form directives (and get/set values using reactive forms patterns) or switch over to template-driven directives.

After (choice 1 - use reactive forms):

```html
<input [formControl]="control">
```

```ts
this.control.setValue('some value');
```

After (choice 2 - use template-driven forms):

```html
<input [(ngModel)]="value">
```

```ts
this.value = 'some value';
```

By default, when you use this pattern, you will see a deprecation warning once in dev mode. You can choose to silence this warning by providing a config for

`ReactiveFormsModule` at import time:

```ts
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.

`FormControlDirective` instance. Used to support warning config of `'always'`.

```ts
@Input() ngModelWarningConfig: any;
```

### Constructor

```ts
ngModelWarningConfig: any
```

### ngOnInit

```ts
ngOnInit(): void {
  if (this.ngModelWarningConfig !== 'never') {
    ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'});
  }
}
```

### ngOnChanges

```ts
ngOnChanges(changes: SimpleChanges): void {
  if (this.ngModelWarningConfig !== 'never') {
    ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'});
  }
}
```

### get

```ts
get(): any {
  return this.valueAccessor;
}
```

### control

```ts
ngModelWarningConfig: any
```

### template

```ts
ngModelWarningConfig: any
```

### validators

```ts
ngModelWarningConfig: any
```

### asyncValidators

```ts
ngModelWarningConfig: any
```

### valueAccessors

```ts
ngModelWarningConfig: any
```

### ngModelWarningConfig

```ts
ngModelWarningConfig: any
```

### valueAccessor

```ts
ngModelWarningConfig: any
```

### setDisabledState

```ts
ngModelWarningConfig: any
```

### update

```ts
ngModelWarningConfig: any
```

### _isControlChanged

```ts
ngModelWarningConfig: any
```

### setEnabled

```ts
ngModelWarningConfig: any
```

### _view

```ts
ngModelWarningConfig: any
```

### _form

```ts
ngModelWarningConfig: any
```

### _model

```ts
ngModelWarningConfig: any
```
Object.defineProperty(FormControlDirective.prototype, \"asyncValidator\", \{ 
            /**
             * Async validator function composed of all the async validators registered with this
             */
            get: function () { return composeAsyncValidators(this._rawAsyncValidators); },
            enumerable: true,
            configurable: true
        });
Object.defineProperty(FormControlDirective.prototype, \"control\", \{ 
            /**
             * The \`FormControl\` bound to this directive.
             */
            get: function () { return this.form; },
            enumerable: true,
            configurable: true
        });
        /**
         * @description
         * Sets the new value for the view model and emits an \`ngModelChange\` event.
         *
         * @param newValue
         * The new value for the view model.
         */
        FormControlDirective.prototype.viewToModelUpdate = function (newValue) {
            this.viewModel = newValue;
            this.update.emit(newValue);
        };
        FormControlDirective.prototype._isControlChanged = function (changes) {
            return changes.hasOwnProperty('form');
        };
        FormControlDirective._ngModelWarningSentOnce = false;
        __decorate([
            core.Input('formControl'),
            __metadata("design:type", FormControl)
        ], FormControlDirective.prototype, "form", void 0);
        __decorate([
            core.Input('disabled'),
            __metadata("design:type", Boolean),
            __metadata("design:paramtypes", [Boolean])
        ], FormControlDirective.prototype, "isDisabled", null);
        __decorate([
            core.Input('ngModel'),
            __metadata("design:type", Object)
        ], FormControlDirective.prototype, "model", void 0);
        __decorate([
            core.Output('ngModelChange'),
            __metadata("design:type", Object)
        ], FormControlDirective.prototype, "update", void 0);
        FormControlDirective = FormControlDirective_1 = __decorate([
            core.Directive({ selector: '\[formControl\]',
                providers: [formControlBinding$1], exportAs: \'ngForm\' },
            __param(0, core.Optional()), __param(0, core.Self()),
            __param(0, core.Inject(NG_VALIDATORS)),
            __param(1, core.Optional()), __param(1, core.Self()),
            __param(1, core.Inject(NG_ASYNC_VALIDATORS)),
            __param(2, core.Optional()),
            __param(2, core.Self()),
            __param(2, core.Inject(NG_VALUE_ACCESSOR)),
            __param(3, core.Optional()),
            __param(3, core.Inject(NG_MODEL_WITH_FORM_CONTROL_WARNING)),
            __metadata("design:paramtypes", [Array,
                Array, Array, Object])
        ], FormControlDirective);
return FormControlDirective;
    }(NgControl));

    /**
     * @license
     * Copyright Google Inc. All Rights Reserved.
     *
     * Use of this source code is governed by an MIT-style license that can be found in the
     * LICENSE file at https://angular.io/license
     */
    var formDirectiveProvider$1 = {
        provide: ControlContainer,
        useExisting: core.forwardRef(function () { return FormGroupDirective; })
    };
    /**
     * @description
     * Encapsulates a `FormGroup` with child form controls.
     *
     * @ngModule ReactiveFormsModule
     * @publicApi
     */
    var FormGroupDirective = /** @class */ (function (_super) {
        __extends(FormGroupDirective, _super);
        function FormGroupDirective(_validators, _asyncValidators) {
            var _this = _super.call(this) || this;
            _this._validators = _validators;
            _this._asyncValidators = _asyncValidators;
            /**
             * Reports whether the form submission has been triggered.
             */
            _this.submitted = false;
            /**
             * Tracks the \`FormGroup\` bound to this directive.
             */
            _this.form = null;
            /**
             * @description
             * Emits an event when the form submission has been triggered.
             */
        };
return FormGroupDirective;
A lifecycle method called when the directive's inputs change. For internal use only.

```javascript
FormGroupDirective.prototype.ngOnChanges = function (changes) {
    this._checkFormPresent();
    if (changes.hasOwnProperty('form')) {
        this._updateValidators();
        this._updateDomValue();
        this._updateRegistrations();
    }
}
```

`@description`

* Returns this directive's instance.

```javascript
Object.defineProperty(FormGroupDirective.prototype, "formDirective", {
    get: function () { return this; },
    enumerable: true,
    configurable: true
});
```

`@description`

* Returns the `FormGroup` bound to this directive.

```javascript
Object.defineProperty(FormGroupDirective.prototype, "control", {
    get: function () { return this.form; },
    enumerable: true,
    configurable: true
});
```

`@description`

* Returns an array representing the path to this group.

```javascript
FormArrayDirective.prototype.addFormArray = function (dir) {
    var ctrl = this.form.get(dir.path);
    setUpFormContainer(ctrl, dir);
    ctrl.updateValueAndValidity({ emitEvent: false });
};
```

`@description`

* No-op method to remove the form array.

```javascript
FormArrayDirective.prototype.removeFormArray = function (dir) { };
```

`@description`

* Method called with the \"submit\" event is triggered on the form.

```javascript
FormControlDirective.prototype.updateModel = function (dir, value) {
    var ctrl = this.form.get(dir.path);
    ctrl.setValue(value);
};
```

`@description`

* Triggers the `ngSubmit` emitter to emit the \"submit\" event as its payload.

```javascript
Object._this.ngSubmit = new core.EventEmitter();
return _this;
```

```javascript
/**
 * @description
 *
 * A lifecycle method called when the directive's inputs change. For internal use only.
 * changes A object of key/value pairs for the set of changed inputs.
 */
FormGroupDirective.prototype.ngOnChanges = function (changes) {
    this._checkFormPresent();
    if (changes.hasOwnProperty('form')) {
        this._updateValidators();
        this._updateDomValue();
        this._updateRegistrations();
    }
    Object.defineProperty(FormGroupDirective.prototype, "formDirective", {
        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", {
        enumerable: true,
        configurable: true
    });
    /**
     * @description
     * Returns this directive's instance.
     */
    FormGroupDirective.prototype.formDirective = {
        get: function () { return this; },
        enumerable: true,
        configurable: true
    });
    /**
     * @description
     * Returns the `FormGroup` bound to this directive.
     */
    FormGroupDirective.prototype.control = {
        get: function () { return this.form; },
        enumerable: true,
        configurable: true
    });
    /**
     * @description
     * Returns an array representing the path to this group.
     */
    FormGroupDirective.prototype.path = {
        enumerable: true,
        configurable: true
    });
    /**
     * @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.
     */
    FormGroupDirective.prototype.formDirective = {
        get: function () { return this.form; },
        enumerable: true,
        configurable: true
    });
    /**
     * @description
     * Returns the `FormGroup` for a provided `FormGroupName` directive instance.
     */
    FormGroupDirective.prototype.getFormGroup = function (dir) { return this.form.get(dir.path); };
    /**
     * @description
     * Retrieves the `FormArray` for a provided `FormArrayName` directive instance.
     */
    FormGroupDirective.prototype.getFormArray = function (dir) { return this.form.get(dir.path); };
};
```

`@description`

* No-op method to remove the form array.

```javascript
FormArrayDirective.prototype.removeFormArray = function (dir) { };
```

`@description`

* Adds a new `FormArray` directive instance to the form.

```javascript
FormArrayDirective.prototype.addFormGroup = function (dir) {
    var ctrl = this.form.get(dir.path);
    setUpFormContainer(ctrl, dir);
    ctrl.updateValueAndValidity({ emitEvent: false });
};
```

`@description`

* Removes the `FormArray` instance from the internal list of directives.

```javascript
FormArrayDirective.prototype.removeFormArray = function (dir) { removeDir(this.directives, dir); };
```

`@description`

* Adds a new `FormGroup` directive instance to the form.

```javascript
FormGroupDirective.prototype.addFormGroup = function (dir) {
    var ctrl = this.form.get(dir.path);
    setUpFormContainer(ctrl, dir);
    ctrl.updateValueAndValidity({ emitEvent: false });
};
```
FormGroupDirective.prototype.onSubmit = function ($event) {
    this.submitted = true;
    syncPendingControls(this.form, this.directives);
    this.ngSubmit.emit($event);
    return false;
}
/**
 * @description
 * Method called when the \"reset\" event is triggered on the form.
 */
FormGroupDirective.prototype.onReset = function () {
    this.resetForm();
}
/**
 * @description
 * Resets the form to an initial value and resets its submitted status.
 */
FormGroupDirective.prototype.resetForm = function (value) {
    if (value === void 0) { value = undefined; }
    this.form.reset(value);
    this.submitted = false;
}
/** @internal */
FormGroupDirective.prototype._updateDomValue = function () {
    var _this = this;
    this.directives.forEach(function (dir) {
        var newCtrl = _this.form.get(dir.path);
        if (dir.control !== newCtrl) {
            cleanUpControl(dir.control, dir);
            if (newCtrl)
                setUpControl(newCtrl, dir);
            dir.control = newCtrl;
        }
    });
    this.form._updateTreeValidity({ emitEvent: false });
}
FormGroupDirective.prototype._updateRegistrations = function () {
    var _this = this;
    this.form._registerOnCollectionChange(function () { return _this._updateDomValue(); });
    if (this._oldForm)
        this._oldForm._registerOnCollectionChange(function () { });
    FormGroupDirective.prototype._updateDomValue = 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);

/**
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 * LICENSE file at https://angular.io/license
 */
formGroupNameProvider = {
    provide: ControlContainer,
    useExisting: core.forwardRef(function () { return FormGroupName; })
}

FormGroupDirective.prototype._checkFormPresent = function () {
    if (!this.form) {
        ReactiveErrors.missingFormException();
    }
}
function formGroupNameProvider() {
    var formGroupNameProvider = {
        provide: ControlContainer,
        useExisting: core.forwardRef(function () { return FormGroupName; })
    };
    return formGroupNameProvider;
}
function FormGroupName(parent, validators, asyncValidators) {
    this._parent = parent;
    this._validators = validators;
    this._asyncValidators = asyncValidators;
    return this;
}

FormGroupName.prototype._checkParentType = function () {
    if (_hasInvalidParent(this._parent)) {
        ReactiveErrors.groupParentException();
    }
}

FormGroupName.prototype.ngOnInit = function () {
    this._checkParentType();
    this.formDirective.addFormArray(this);
}

FormGroupName.prototype.ngOnDestroy = function () {
    if (this.formDirective) {
        this.formDirective.removeFormArray(this);
    }
}

Object.defineProperty(FormArrayName.prototype, "control", {
    get: function () { return this.formDirective.getFormArray(this); },
    enumerable: true,
    configurable: true
});

Object.defineProperty(FormArrayName.prototype, "formDirective", {
    get: function () { return this._parent ? this._parent.formDirective : null; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(FormArrayName.prototype, "path", {
    get: function () { return controlPath(this.name == null ? this.name : this.name.toString(), this._parent); },
    enumerable: true,
    configurable: true
});

Object.defineProperty(FormArrayName.prototype, "validator", {
    get: function () { return composeValidators(this._validators); },
    enumerable: true,
    configurable: true
});

Object.defineProperty(FormArrayName.prototype, "asyncValidator", {
    get: function () { return composeAsyncValidators(this._asyncValidators); },
    enumerable: true,
    configurable: true
});

FormArrayName.prototype.ngOnDestroy = function () {
    if (this.formDirective) {
        this.formDirective.removeFormArray(this);
    }
}

Object.defineProperty(FormArrayName.prototype, "control", {
    get: function () { return this.formDirective.getFormArray(this); },
    enumerable: true,
    configurable: true
});

Object.defineProperty(FormArrayName.prototype, "formDirective", {
    get: function () { return this._parent ? this._parent.formDirective : null; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(FormArrayName.prototype, "path", {
    get: function () { return controlPath(this.name == null ? this.name : this.name.toString(), this._parent); },
    enumerable: true,
    configurable: true
});

Object.defineProperty(FormArrayName.prototype, "validator", {
    get: function () { return composeValidators(this._validators); },
    enumerable: true,
    configurable: true
});

Object.defineProperty(FormArrayName.prototype, "asyncValidator", {
    get: function () { return composeAsyncValidators(this._asyncValidators); },
    enumerable: true,
    configurable: true
});

FormArrayName.prototype.ngOnDestroy = function () {
    if (this.formDirective) {
        this.formDirective.removeFormArray(this);
    }
}
function () {
    if (_hasInvalidParent(this._parent)) {
        ReactiveErrors.arrayParentException();
    } else {
        this._decorator(ReactInput('formArrayName'), _metadata('design:type', Object), FormArrayName.prototype, '_name', void 0);
        FormArrayName = _decorate([core.DIRECTIVE({selector: 'formArrayName', providers: [formArrayNameProvider]}), _param(0, core.Optional()), _param(0, core.SkipSelf()), _param(1, core.SkipSelf()), _param(1, core.Inject(NG_VALIDATEORS)), _param(2, core.Optional()), _param(2, core.SkipSelf()), _param(2, core.Inject(NG_ASYNC_VALIDATEORS))], function _hasInvalidParent(parent) {
            return !(parent instanceof FormGroupName) && !(parent instanceof FormGroupDirective) && !(parent instanceof FormArrayName);
        }, FormArrayName, ControlContainer, Array, Array))
    }
}

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 */

var controlNameBinding = {
    provide: NgControl,
    useExisting: core.forwardRef(function () { return FormControlName; })
};
function FormControlName(parent, validators, asyncValidators, valueAccessors, _ngModelWarningConfig) {
    var _this = super.call(this) || this;
    _this._ngModelWarningConfig = _ngModelWarningConfig;
    _this._added = false;
    /** @deprecated as of v6 */
    _this.update = new core.EventEmitter();

    * @description
    * Instance property used to track whether an ngModel warning has been sent out for this
    * particular FormControlName instance. Used to support warning config of "always".
    */
    _this._ngModelWarningSent = false;
    _this._parent = parent;

    _this.valueAccessors = validators || [];
    _this.asyncValidators = asyncValidators || [];

    _this.valueAccessor = selectValueAccessor(_this, valueAccessors);
    return _this;
}
FormControlName. Used to support warning config of `\once\`.

```typescript
FormControlName.ngModelWarningSentOnce = false;
```

```typescript
FormControlName.prototype.ngOnInit = function () {
  this.updateValueAndValidity();
};
```

### RequiredValidator

**Description**

A directive that adds the `required` validator to any controls marked with the `required` attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.

**UsageNotes**

- **Template-driven forms**
  ```html
  <input name="fullName" ngModel required>
  ```

**Angular Modules**

- `FormsModule`
- `ReactiveFormsModule`

**PublicAPI**

- `RequiredValidator`
directive is provided with the `NG_VALIDATORS` multi-provider list.

* * * * @see [Form Validation](guide/form-validation) * * * *

* * * * @usageNotes * * * *

* * * * @ngModule FormsModule * * * *

* * * * @ngModule ReactiveFormsModule * * * *


```javascript
CheckboxRequiredValidator = /** @class */ (function (_super) {
    __extends(CheckboxRequiredValidator, _super);
    function CheckboxRequiredValidator() {
        return _super !== null && _super.apply(this, arguments) || this;
    }
    CheckboxRequiredValidator.prototype.validate = function (control) {
        return this.required ? Validators.requiredTrue(control) : null;
    };
    CheckboxRequiredValidator = __decorate([core.Directive({
                selector:
                    'input[type=checkbox][required][formControlName],input[type=checkbox][required][formControl],input[type=checkbox][required][ngModel]',
                providers: [CHECKBOX_REQUIRED_VALIDATOR],
                host: {
                    'required': 'required ? "" : null'
                },
            })
        ], CheckboxRequiredValidator);
        return CheckboxRequiredValidator;
    }();
```

```javascript
EmailValidator = /** @class */ (function () {
    function EmailValidator() {
    }
    EmailValidator.prototype.email = Object.defineProperty(EmailValidator.prototype, "email", {
        set: function (value) {
            this._enabled = value === '' || value === true || value === 'true';
            if (this._onChange)
                this._onChange();
        },
        enumerable: true,
        configurable: true
    });
    EmailValidator.prototype.validate = function (control) {
        return this._enabled ? Validators.email(control) : null;
    };
    EmailValidator.prototype.registerOnValidatorChange = function (fn) { this._onChange = fn; };
    EmailValidator = __decorate([core.Input(),
        __metadata("design:type", Object),
        __metadata("design:paramtypes", [Object])
    ], EmailValidator.prototype, "email", null);
    EmailValidator = __decorate([core.Directive({
                selector:
                    '[email][formControlName],[email][formControl],[email][ngModel]',
                providers: [EMAIL_VALIDATOR],
            })
        ], EmailValidator);
        return EmailValidator;
    }();
```

```javascript
MIN_LENGTH_VALIDATOR = {
    provide: NG_VALIDATORS,
    useExisting: core.forwardRef(function () { return MinLengthValidator; }),
    multi: true
};
```

```javascript
MinLengthValidator = /** @class */ (function (_super) {
    __extends(MinLengthValidator, _super);
    function MinLengthValidator() {
        return _super !== null && _super.apply(this, arguments) || this;
    }
    MinLengthValidator.prototype.validate = function (control) {
        return this.minimum ? Validators.min(control, this.minimum) : null;
    };
    MinLengthValidator.prototype.registerOnValidatorChange = function (fn) { this._onChange = fn; };
    MinLengthValidator = __decorate([core.Directive({
                selector:
                    '[minlength][formControlName],input[type=checkbox][required][formControl],input[type=checkbox][required][ngModel]',
                providers: [MIN_LENGTH_VALIDATOR],
            })
        ], MinLengthValidator);
        return MinLengthValidator;
    }();
```
ReactiveFormsModule

```javascript
/**
 * @ngModule ReactiveFormsModule
 * @publicApi
 */

var MinLengthValidator = /** @class */ (function () {
  function MinLengthValidator() {
  }

  /**
   * A lifecycle method called when the directive's inputs change. For internal use
   * only.
   *
   * @param changes A object of key/value pairs for the set of changed inputs.
   */
  MinLengthValidator.prototype.ngOnChanges = function (changes) {
    if ('minlength' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  };

  /**
   * Method that validates whether the value meets a minimum length
   * requirement. Returns the validation result if enabled, otherwise null.
   */
  MinLengthValidator.prototype.validate = function (control) {
    return this.minlength == null ? null : this._validator(control);
  };

  /**
   * Registers a callback function to call when the validator inputs change.
   */
  MinLengthValidator.prototype.registerOnValidatorChange = function (fn) {
    this._onChange = fn;
  };

  MinLengthValidator.prototype._createValidator = function () {
    this._validator = Validators.minLength(typeof this.minlength === 'number' ? this.minlength : parseInt(this.minlength, 10));
  };

  __decorate([], MinLengthValidator.prototype, "minlength", void 0);
  return MinLengthValidator;
})();

/**
 * @description
 * Provider which adds `MaxLengthValidator` to the `NG_VALIDATORS` multi-provider list.
 */

var MAX_LENGTH_VALIDATOR = {
  provide: NG_VALIDATORS,
  useExisting: core.forwardRef(function () { return MaxLengthValidator; }),
  multi: true
};

/**
 * A lifecycle method called when the directive's inputs change. For internal use
 * only.
 *
 * @param changes A object of key/value pairs for the set of changed inputs.
 */

MaxLengthValidator.prototype.ngOnChanges = function (changes) {
  if ('maxlength' in changes) {
    this._createValidator();
    if (this._onChange) this._onChange();
  }
}

/**
 * Method that validates whether the value exceeds
 * the maximum length
 * requirement.
 */

MaxLengthValidator.prototype.validate = function (control) {
  return this.maxlength != null ? this._validator(control) : null;
};

/**
 * Registers a callback function to call when the validator inputs change.
 */

MaxLengthValidator.prototype.registerOnValidatorChange = function (fn) {
  this._onChange = fn;
}

MaxLengthValidator.prototype._createValidator = function () {
  this._validator = Validators.maxLength(typeof this.maxlength === 'number' ? this.maxlength : parseInt(this.maxlength, 10));
};

__decorate([], MaxLengthValidator.prototype, "maxlength", void 0);
return MaxLengthValidator;
```
**PatternValidator**

```javascript
PATTERN_VALIDATOR = {
    provide: NG_VALIDATORS,
    multi: true,
    // A directive that adds regex pattern validation to controls marked with the `pattern` attribute. The regex must match the entire control value.
    **/* @description */ A directive provided with the `NG_VALIDATORS` multi-provider list.

    **/* @see [Form Validation](guide/form-validation) */

    **/* @usageNotes */

    **/* @param changes A object of key/value pairs for the set of changed inputs. */

    PatternValidator.prototype.ngOnChanges = function (changes) {
        if ('pattern' in changes) {
            this._createValidator();
            if (this._onChange)
                this._onChange();
        }
    };

    **/* @description */
    // A lifecycle method called when the directive's inputs change. For internal use only.

    PatternValidator.prototype.registerOnValidatorChange = function (fn) { this._onChange = fn; };

    PatternValidator.prototype._createValidator = function () { this._validator = Validators.pattern(this.pattern); };

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```
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

`FormBuilder.prototype.group = function (controlsConfig, options) {`  
   `if (options === void 0) {`  
      `options = null;`  
   }`  
   `var controls = this._reduceControls(controlsConfig);`  
   `var validators = null;`  
   `var asyncValidators = null;`  
   `var updateOn = undefined;`  
   `if (options !== null) {`  
      `if (isAbstractControlOptions(options)) {`  
         `// `options` are `AbstractControlOptions`:`
         `validators = options.validators !== null ? options.validators : null;`  
         `asyncValidators = options.asyncValidators !== null ? options.asyncValidators : null;`  
      `} else {`  
         `// `options` are legacy form group options:`
         `validators = options['validator'] !== null ? options['validator'] : null;`  
         `asyncValidators = options['asyncValidator'] !== null ? options['asyncValidator'] : null;`  
      `}`  
      `var newFormGroup = new FormGroup(controls, {`  
         `asyncValidators: asyncValidators,`  
         `updateOn: updateOn,`  
         `validators: validators`  
      });`  
   `}`  
   `return newFormGroup;`  
}

`FormBuilder.prototype._reduceControls = function (controlsConfig) {`  
   `var controls = this._reduceControls(controlsConfig);`  
   `var validators = null;`  
   `var asyncValidators = null;`  
   `if (controlsConfig instanceof FormControl || controlsConfig instanceof FormGroup ||`  
      `controlsConfig instanceof FormArray) {`  
      `return controlsConfig;`  
   `} else if (`  
      `Array.isArray(controlsConfig)) {`  
         `var value = controlsConfig[0];`  
         `var var control = this.control(value, validator, asyncValidator);`  
         `}`  
   `if (controlConfig instanceof FormArray) {`  
      `return controlConfig;`  
   `} else if (`  
      `Array.isArray(controlConfig)) {`  
         `var value = controlConfig[0];`  
         `var var control = this.control(value, validator, asyncValidator);`  
         `}`  
   `FormBuilder = __decorate([`  
      `core.Injectable()`,  
      `FormBuilder`  
    ], FormBuilder);`  
   `return FormBuilder;`  
}

/**
 * @license
 *
 * return this.control(value, validator, asyncValidator);`  
   `}`  
   `else {`  
      `var asyncValidator = null;`  
      `var updateOn = undefined;`  
      `if (options !== null) {`  
         `if (isAbstractControlOptions(options)) {`  
            `// `options` are `AbstractControlOptions`:`
            `validators = options.validators !== null ? options.validators : null;`  
            `asyncValidators = options.asyncValidators !== null ? options.asyncValidators : null;`  
         `} else {`  
            `// `options` are legacy form group options:`
            `validators = options['validator'] !== null ? options['validator'] : null;`  
            `asyncValidators = options['asyncValidator'] !== null ? options['asyncValidator'] : null;`  
         `}`  
         `var newFormGroup = new FormGroup(controls, {`  
            `asyncValidators: asyncValidators,`  
            `updateOn: updateOn,`  
            `validators: validators`  
         });`  
         `return newFormGroup;`  
      `}`  
      `return newFormArray(controls, validatorOrOpts, asyncValidator);`  
   `}`  
   `return FormBuilder.prototype.control = function (formState, validatorOrOpts, asyncValidator) {`  
      `var _this = this;`  
      `var controls = controlsConfig.map(function (c)`  
         `{ return _this._createControl(c); });`  
      `return newFormArray(controls, validatorOrOpts, asyncValidator);`  
   `};`  
   `/**
   * @description
   * Construct a new `FormArray` from the given array of configurations.
   * @param controlsConfig An array of child controls or control configs. Each control is given an index when it is registered.
   * @param options Configuration options object for the `FormArray`. 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
   * 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
   *
   * @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
   * 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

*/

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*/
    /**
     * @publicApi
     */
    var VERSION = new core.Version('9.0.7');

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     * found in the LICENSE file at https://angular.io/license
     */
    /**
     * Exports the required providers and directives for template-driven forms,
     * making them available for import by NgModules that import this module.
     */
    @see [FormsModule](guide/forms)
    var FormsModule = /** @class */ (function () {
        function FormsModule() {
        }
        FormsModule = __decorate([core.NgModule({
            declarations: TEMPLATE_DRIVEN_DIRECTIVES,
            providers: [RadioControlRegistry],
            exports: [InternalFormsSharedModule, TEMPLATE_DRIVEN_DIRECTIVES]
        })], FormsModule);
        return 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/reactive-forms)
    var ReactiveFormsModule = /** @class */ (function () {
        function ReactiveFormsModule() {
        }
        ReactiveFormsModule = __decorate([core.NgModule({
            declarations: [REACTIVE_DRIVEN_DIRECTIVES],
            providers: [FormBuilder, RadioControlRegistry],
            exports: [InternalFormsSharedModule, REACTIVE_DRIVEN_DIRECTIVES]
        })], ReactiveFormsModule);
        return ReactiveFormsModule;
    }());

*/

export * from 'src/index';
exports.NgModelGroup = NgModelGroup;
exports.NgSelectOption = NgSelectOption;
exports.NumberValueAccessor = NumberValueAccessor;
exports.PatternValidator = PatternValidator;
exports.RadioControlValueAccessor = RadioControlValueAccessor;
exports.RangeValueAccessor = RangeValueAccessor;
exports.ReactiveFormsModule = ReactiveFormsModule;
exports.RequiredValidator = RequiredValidator;
exports.SelectControlValueAccessor = SelectControlValueAccessor;
exports.SelectMultipleControlValueAccessor = SelectMultipleControlValueAccessor;
exports.VERSION = VERSION;
exports.validators = Validators;
exports.InternalFormsSharedModule = InternalFormsSharedModule;
exports.NgNoValidate = NgNoValidate;
exports.NgSelectMultipleOption = NgSelectMultipleOption;
exports.angular_packages.forms.forms_a = SHARED_FORM_DIRECTIVES;
exports.angular_packages.forms.forms_b = TEMPLATE_DRIVEN_DIRECTIVES;
exports.angular_packages.forms.formsBa = 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_bc = MAX_LENGTH_VALIDATOR;
exports.angular_packages.forms.forms_bc = PATTERN_VALIDATOR;
exports.angular_packages.forms.forms_e = CHECKBOX_VALUE_ACCESSOR;
exports.angular_packages.forms.forms_f = DEFAULT_VALUE_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_i = formControlBinding;
exports.angular_packages.forms.forms_k = modelGroupProvider;
exports.angular_packages.forms.forms_l = NUMBER_VALUE_ACCESSOR;
exports.angular_packages.forms.forms_m = RADIO_VALUE_ACCESSOR;
exports.angular_packages.forms.forms_n = RadioControlRegistry;
exports.angular_packages.forms.forms_o = RangeValueAccessors;
exports.angular_packages.forms.forms_p = NG_MODELOFORM_CONTROL_WARNING;
exports.angular_packages.forms.forms_q = formControlBinding$1;
exports.angular_packages.forms.forms_r = controlNameBinding;
exports.angular_packages.forms.forms_s = formDirectiveProvider$1;
exports.angular_packages.forms.forms_t = formGroupNameProvider;
exports.angular_packages.forms.forms_u = formArrayNameProvider;
exports.angular_packages.forms.forms_v = SELECT_VALUE_ACCESSOR;
exports.angular_packages.forms.forms_w = SELECT_MULTIPLE_VALUE_ACCESSOR;
exports.angular_packages.forms.forms_x = NgSelectMultipleOption;
exports.angular_packages.forms.forms_y = NgNoValidate;
exports.angular_packages.forms.forms_z = REQUIRED_VALIDATOR;

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

})
//
sourceMappingURL=forms.umd.js.map

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/bundles/forms.umd.min.js.map

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

["version":3,"file":"forms.js","sources":[]]...
this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);

```
@
*
```

@usageNotes
* The following is an example of writing the disabled property to a native DOM element.
*

@description
* Function that is called by the forms API when programmatic changes to
* or from 'DISABLED'. Depending on the status, it enables or disables the
* appropriate DOM element.
*
@usageNotes
* The following example stores the provided function as an internal function.
* In most cases, it should not be called by hand by your code.
*
@description
* Defines an interface that acts as a bridge between the Angular forms API and
* an native element in the DOM.
*
* This method is called by the forms API to write to the view when programmatic
* changes from model to view are requested.
*
* The following example writes a value to the native DOM element.
*
* This method is called by the forms API on initialization to update the form
* model when values propagate from the view to the model.
*
* When implementing the `registerOnChange` method in your own value accessor, in
* save the given function so your class calls it at the appropriate time.
*
* The following example stores the provided function as an internal method.
*
* The following example stores the provided function as an internal method.
*
* The following example stores the provided function as an internal method.
*
* The following example stores the provided function as an internal method.
*
* The following example stores the provided function as an internal method.
*
* The following example stores the provided function as an internal method.
* On blur (or equivalent), your class should call the registered function to allow
* the forms API to update itself:
* onBlur(function: (event: Event) => void);
* onTouched(function: (event: Event) => void);
* updateOnBlur(enableBlurring: boolean);
* updateOnTouched(enableTouc...
isDisabled The disabled status to set on the element

```typescript
* @ngModel @publicApi

export const CHECKBOX_VALUE_ACCESSOR:
  any = {
    provide: NG_VALUE_ACCESSOR,
    useExisting: forwardRef(() =>
      CheckboxControlValueAccessor),
    multi: true,
  };
```

```typescript
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 a blur event occurs on the input element.
   */
  onTouched = () => {};

  constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

  /**
   * Sets the "checked" property on the input element.
   */
  writeValue(value: any): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'checked', value);
  }

  /**
   * Registers a function called when the control value changes.
   */
  registerOnChange(fn: (_: any) => {}): void { this.onChange = fn; }

  /**
   * Registers a function called when the control is touched.
   */
  registerOnTouched(fn: () => {}): void { this.onTouched = fn; }

  /**
   * Sets the "disabled" property on the input element.
   */
  setDisabledState(isDisabled: boolean):
    void {
      this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
    }
}
```
'input:not([type=checkbox])[formControlName],textarea[formControlName],input:not([type=checkbox])[formControl
ol],textarea[formControlName],input:not([type=checkbox])[ngModel],textarea[ngModel],[ngDefaultControl]'

// TODO: vsavkin replace the above selector with the one below it once
// https://github.com/angular/angular/issues/3011 is implemented
// selector:

'input:not([type=checkbox])[formControlName],textarea[formControlName],input:not([type=checkbox])[ngModel],textarea[ngModel],[ngDefaultControl]',

// TODO: vsavkin replace the above selector with the one below it once
// https://github.com/angular/angular/issues/3011 is implemented
// selector:

'input:not([type=checkbox])[formControlName],textarea[formControlName],input:not([type=checkbox])[ngModel],textarea[ngModel],[ngDefaultControl]' //

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();
    }
    if (this._compositionMode)
    {
      this.onChange(value == null ? '' : value);
    }

    this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);
  }

  /**
   * @description
   * Registers a function called when the control value changes.
   */
  registerOnChange(fn: (_: any) => void): void { this.onChange = fn;

  /**
   * @description
   * Registers a function called when the control is touched.
   */
  registerOnTouched(fn: () => void): void { this.onTouched = fn;

  /**
   * @description
   * Sets the "disabled" property on the input element.
   */
  setDisabledState(isDisabled: boolean): void { this._renderer.setElementProperties(

    this._elementRef.nativeElement, {
      disabled: isDisabled,
    }, true); }
```typescript
/**
 * @description
 * A base class
 */

import {AbstractControlDirective} from './abstract_control_directive';
import {Form} from './form_interface';

/**
 * @description
 * Reports the validation errors of the control. Possible values include:
 * `VALID`, `INVALID`, `'DISABLED', and `PENDING'.
 */
this.controlErrors$ = this.control.errors$ | Observable.map((val) => (
    val as FormError | FormState | FormControlState)
  .filter((prop) => !prop.hidden)
));

/**
 * @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.
 */
this.control.pristine$ = this.control.pristine$ | Observable.map((val) => val as boolean)

/**
 * @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.
 */
this.control.dirty$ = this.control.dirty$ | Observable.map((val) => val as boolean)

/**
 * @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.
 */
this.control.touched$ = this.control.touched$ | Observable.map((val) => val as boolean)

/**
 * @description
 * Reports whether the control is toggled, meaning that the user has triggered a 'blur' event on it.
 * If the control is not present, null is returned.
 */
this.control.toggled$ = this.control.toggled$ | Observable.map((val) => val as boolean)

/**
 * @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.
 */
this.path$ = this.path$ | Observable.map((val) => (val as string) | Observable.from([])
  .reduce((arr, name) => ((arr as any)[name] = (arr as any)[name] || [], arr), [])
));

/**
 * @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.
 */
this.statusChanges$ = this.statusChanges$ | Observable.map((val) => val as string)

/**
 * @description
 * Returns an Observable of the current form control.
 */
this.control$ = this.control$ | Observable.map((val) => val as FormControlState)

/**
 * @description
 * Returns an Observable of value changes for the control that emits every time the value of the control changes in the UI or programmatically.
 */
this.valueChanges$ = this.valueChanges$ | Observable.map((val) => val as any)

/**
 * @description
 * Returns the validation status of the control. Possible values include:
 * `VALID`, `INVALID`, `DISABLED', and `PENDING'.
 */
this.controlStatus$ = this.controlStatus$ | Observable.map((val) => val as string)

/**
 * @description
 * Returns the value of the control if it is present.
 */
this.controlValue$ = this.controlValue$ | Observable.map((val) => val as any)

/**
 * @description
 * Returns an Observable of the current form control.
 */
this.controlErrors$ = this.controlErrors$ | Observable.map((val) => val as FormError)

/**
 * @description
 * Returns whether the control has the given error specified.
 */
this.controlHasError$ = this.controlHasError$ | Observable.map((val) => val as boolean)

/**
 * @description
 * Returns whether the control is dirty, meaning that the user has triggered a 'blur' event on it.
 * If the control is not present, null is returned.
 */
this.controlHasDirty$ = this.controlHasDirty$ | Observable.map((val) => val as boolean)

/**
 * @description
 * Returns whether the control is touched, meaning that the user has triggered a 'blur' event on it.
 * If the control is not present, null is returned.
 */
this.controlHasTouched$ = this.controlHasTouched$ | Observable.map((val) => val as boolean)

/**
 * @description
 * Returns whether the control is toggled, meaning that the user has triggered a 'blur' event on it.
 * If the control is not present, null is returned.
 */
this.controlHasToggled$ = this.controlHasToggled$ | Observable.map((val) => val as boolean)

/**
 * @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.
 */
this.path$ = this.path$ | Observable.map((val) => (val as string) | Observable.from([])
  .reduce((arr, name) => ((arr as any)[name] = (arr as any)[name] || [], arr), [])
));

/**
 * @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.
 */
this.statusChanges$ = this.statusChanges$ | Observable.map((val) => val as string)

/**
 * @description
 * Returns an Observable of the current form control.
 */
this.control$ = this.control$ | Observable.map((val) => val as FormControlState)

/**
 * @description
 * Returns an Observable of value changes for the control that emits every time the value of the control changes in the UI or programmatically.
 */
this.valueChanges$ = this.valueChanges$ | Observable.map((val) => val as any)

/**
 * @description
 * Returns the validation status of the control. Possible values include:
 * `VALID`, `INVALID`, `DISABLED', and `PENDING'.
 */
this.controlStatus$ = this.controlStatus$ | Observable.map((val) => val as string)

/**
 * @description
 * Returns the value of the control if it is present.
 */
this.controlValue$ = this.controlValue$ | Observable.map((val) => val as any)

/**
 * @description
 * Returns an Observable of the current form control.
 */
this.controlErrors$ = this.controlErrors$ | Observable.map((val) => val as FormError)

/**
 * @description
 * Returns whether the control has the given error specified.
 */
this.controlHasError$ = this.controlHasError$ | Observable.map((val) => val as boolean)

/**
 * @description
 * Returns whether the control is dirty, meaning that the user has triggered a 'blur' event on it.
 * If the control is not present, null is returned.
 */
this.controlHasDirty$ = this.controlHasDirty$ | Observable.map((val) => val as boolean)

/**
 * @description
 * Returns whether the control is touched, meaning that the user has triggered a 'blur' event on it.
 * If the control is not present, null is returned.
 */
this.controlHasTouched$ = this.controlHasTouched$ | Observable.map((val) => val as boolean)

/**
 * @description
 * Returns whether the control is toggled, meaning that the user has triggered a 'blur' event on it.
 * If the control is not present, null is returned.
 */
this.controlHasToggled$ = this.controlHasToggled$ | Observable.map((val) => val as boolean)
```

for directives that contain multiple registered instances of `NgControl`. * Only used by the forms module.*

```typescript
@publicApi
@export abstract class ControlContainer extends AbstractControlDirective {  
/**
 * The name for the control
 * @publicApi
 */
export abstract class ControlContainer extends AbstractControlDirective {
  /**
   * @description
   * The top-level form directive for the control.
   * @publicApi
   */
  get formDirective(): Form|null { return null; }

  /**
   * @description
   * The path to this group.
   */
  get path(): string[] | null { return null; }
}

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; }
}

export const 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.
 * @usageNotes
 * The following classes are applied as the properties become true:
 * ng-untouched
 * ng-dirty
 * ng-invalid
 * ng-pending
 * @publicApi
 */
@Directive({@selector: '[formControlName],[ngModel],[formControl]', host: ngControlStatusHost})
export class AbstractControlStatus {
  constructor(@Self() cd: NgControl) { super(cd); }
}
```

---

Open Source Used In MSX SD-Branch Service Pack 4.0.0  1872
function isEmptyInputValue(value: any): boolean {
  // we don't check for string here so it also works with arrays
  return value == null || value.length === 0;
}

/**
 * @description
 * An `InjectionToken` for registering additional synchronous validators used with `AbstractControl`s.
 *
 * @see `NG_ASYNC_VALIDATORS`
 *
 *
@usageNotes
 *
* ### Providing a custom validator
 *
* The following example registers a custom validator directive. Adding the validator to the `@NgModule` * existing collection of validators requires the `multi: true` option.
 *
* ```typescript
* @NgModule({
*   
* })
* export class CustomValidatorDirective {
*   
*   
* })
* ```
 *
* @publicApi
*/
export const NG_VALIDATORS = new InjectionToken<Array<Validator|Function>>('NgValidators');

/**
 * @description
 * An `InjectionToken` for registering additional asynchronous validators used with `AbstractControl`s.
 *
 * @see `NG_VALIDATORS`
 *
 *
@publicApi
*/
export const NG_ASYNC_VALIDATORS = new InjectionToken<Array<Validator|Function>>('NgAsyncValidators');

/**
 * A regular expression that matches valid e-mail addresses.
 *
 * At a high level, this regexp matches e-mail addresses of the format `local-part@tld`, where:
 * - `local-part` consists of one or more of the allowed characters (alphanumeric and some punctuation symbols).
 * - `local-part` cannot begin or end with a period (`.`).
 * - `local-part` cannot be longer than 64 characters.
 * - `tld` consists of one or more `labels` separated by periods (`.`). For example `localhost` or `foo.com`.
 * - A `label` consists of one or more of the allowed characters (alphanumeric, dashes (`-`) and periods (`.`)) and cannot begin or end with a dash (`-`) or a period (`.`).
 * - A `label` cannot be longer than 63 characters.
 * - The whole address cannot be longer than 254 characters.
 *
 * ## Implementation background
 *
 * This regexp was ported over from AngularJS (see there for git history):
 *
 * https://github.com/angular/angular.js/blob/c133ef836/src/ng/directive/input.js#L27
 * It is based on the WHATWG version (https://html.spec.whatwg.org/multipage/input.html#valid-e-mail-address) 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/3f5fcf72e) for more details.
 */
const EMAIL_REGEXP = /^\w+([-+.]*\w+)*@[a-zA-Z0-9-]+(?:\.[a-zA-Z0-9-]+)*$/;
updateValueAndValidity() *\n  *\n  *\n  *\n  *\n  *\n  */

  static min(min: number): ValidatorFn {
    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value) || isEmptyInputValue(min)) {
        return null;  // don't validate empty values to allow optional controls
      }
      const value = parseFloat(control.value);
      // Controls with NaN values after parsing should be treated as not
      // having a 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.
   *
   * @description
   * Validator that requires the control's value to be less than or equal to the provided number.
   *
   * @usageNotes
   *
   * ### Validate against a maximum of 15
   *
   * ```typescript
   * const control = new FormControl(16, Validators.max(15));
   *
   * console.log(control.errors); // {max: {max: 15, actual: 16}}
   * ```
   *
   * @returns A validator function that
   * returns an error map with the `max` property if the validation check fails, otherwise `null`.
   *
   * @see `updateValueAndValidity()`
   *
   */
  static max(max: number): ValidatorFn {
    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value) || isEmptyInputValue(max)) {
        return null;  // don't validate empty values to allow optional controls
      }
      const value = parseFloat(control.value);
      // Controls with NaN values after parsing should be treated as not
      // having a max
      return !isNaN(value) && value > max ? {'max': {'max': max, 'actual': control.value}} : null;
    };
  }

  /**
   * @description
   * Validator that requires the control have a non-empty value.
   *
   * @usageNotes
   *
   *
   * ### Validate that the field is non-empty
   *
   * ```typescript
   * const control = new FormControl(''
   *
   * 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`.
   *
   * @see `updateValueAndValidity()`
   *
   */
  static required(control: AbstractControl): ValidationErrors | null {
    return isEmptyInputValue(control.value) ? {'required': true} : null;
  }

  /**
   * @description
   * Validator that requires the control's value be true. This validator is commonly
   * used for required checkboxes.
   *
   * @usageNotes
   *
   * ### Validate that the field value is true
   *
   * ```typescript
   * const control = new FormControl(true, Validators.requiredTrue);
   *
   * 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`.
   *
   * @see `updateValueAndValidity()`
   *
   */
  static requiredTrue(control: AbstractControl): ValidationErrors | null {
    return control.value === true ? null : {'required': true};
  }

  /**
   * @description
   * Validator that requires the control's value pass an email validation test.
   *
   * Tests the value using a [regular
   * 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.
   *
   * @usageNotes
   *
   * ### Validate that the field matches a valid email pattern
   *
   * ```typescript
   * const control = new FormControl(''
   *
   * console.log(control.errors); // {email: true}
   * ```
   *
   * @returns An error map that contains the 'email' property
   * 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};
  }

  /**
   * @description
   * Validator that requires the control have a non-empty value.
   *
   * @usageNotes
   *
   *
   * ### Validate that the field has a minimum of 3 characters
   *
   * ```typescript
   * const control = new FormControl(''
   * ```
   *
   * @returns An error map that contains the 'minlength' attribute
   * if the validation check fails, otherwise `null`.
   *
   * @see `updateValueAndValidity()`
   *
   */
  static minLength(min: number): ValidatorFn {
    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value) || isEmptyInputValue(min)) {
        return null;  // don't validate empty values to allow optional controls
      }
      const value = parseFloat(control.value);
      // Controls with NaN values after parsing should be treated as not having a `minlength`
      return !isNaN(value) && value < min ? {'minlength': {'minlength': min, 'actual': control.value}} : null;
    };
  }
 Validators.minLength(3));
       *
       * @returns A validator function that returns an error map with the "minlength" if the validation check fails, otherwise "null".
       * @see `updateValueAndValidity()`
       */
      static compose(validators:
        returns an error map with the
        * merged error objects of the async validators if the validation check fails, otherwise `null`.
        *
        * @see `updateValueAndValidity()`
        */
      static compose(validators: null): null;
      static compose(validators: (ValidatorFn|null|undefined)
        returns an error map with the
        * merged error objects of the async validators if the validation check fails, otherwise `null`.
        *
        * @see `updateValueAndValidity()`
        */
      static composeAsync(validators:
        returns an error map with the
        * merged error objects of the async validators if the validation check fails, otherwise `null`.
        *
        * @see `updateValueAndValidity()`
        */
      static compose(validators: any): any;

      /**
       * @description
       * Compose multiple async validators into a single function that returns the
       * merged error objects of the provided control.
       *
       * @returns A validator function that returns an error map with the
       * `maxlength` property if the validation check fails, otherwise `null`.
       *
       * @see `updateValueAndValidity()`
       */
      static compose(validators: any): any;

      /**
       * @description
       * Compose multiple validators into a single function that returns the
       * merged error objects of the provided control.
       *
       * @returns A validator function that returns an error map with the
       * `maxlength` property if the validation check fails, otherwise `null`.
       *
       * @see `updateValueAndValidity()`
       */
      static compose(validators: any): any;

      /**
       * @description
       * Compose multiple validators into a single function that returns the
       * merged error objects of the provided control.
       *
       * @returns A validator function that returns an error map with the
       * `maxlength` property if the validation check fails, otherwise `null`.
       *
       * @see `updateValueAndValidity()`
       */
      static compose(validators: any): any;

      /**
       * @description
       * Compose multiple async validators into a single function that returns the
       * merged error objects of the provided control.
       *
       * @returns A validator function that returns an error map with the
       * `maxlength` property if the validation check fails, otherwise `null`.
       *
       * @see `updateValueAndValidity()`
       */
      static composeAsync(validators: any): any;

      /**
       * @description
       * Compose multiple validators into a single function that returns the
       * merged error objects of the provided control.
       *
       * @returns A validator function that returns an error map with the
       * `maxlength` property if the validation check fails, otherwise `null`.
       *
       * @see `updateValueAndValidity()`
       */
      static compose(validators: any): any;
(AsyncValidatorFn|null)[]): AsyncValidatorFn|null {\n if (!validators) return null;\n const presentValidators:
AsyncValidatorFn[] = validators.filter(isPresent) as any;\n if (presentValidators.length == 0) return null;\n\n
return function(control: AbstractControl) {\n
const observables = _executeAsyncValidators(control,
presentValidators).map(toObservable);\n return forkJoin(observables).pipe(map(_mergeErrors));\n };\n
}\n}\n\nfunction isPresent(o: any): boolean {\n return o != null;\n}\n\nexport function toObservable(r: any):
Observable<any> {\n const obs = isPromise(r) ? from(r) : r;\n if (!(isObservable(obs))) {\n throw new
Error(`Expected validator to return Promise or Observable.`);\n }\n return obs;\n}\n\nfunction
_executeValidators(control: AbstractControl, validators: ValidatorFn[]): any[] {\n return validators.map(v =>
v(control));\n}\n\nfunction _executeAsyncValidators(control: AbstractControl, validators: AsyncValidatorFn[]):
any[] {\n return validators.map(v => v(control));\n}\n\nfunction _mergeErrors(arrayOfErrors: ValidationErrors[]):
ValidationErrors|null {\n let res: {[key: string]: any} = {};\n\n // Not using Array.reduce here due to a Chrome 80
bug\n // https://bugs.chromium.org/p/chromium/issues/detail?id=1049982\n arrayOfErrors.forEach((errors:
ValidationErrors | null) => {\n res = errors != null ? {...res !, ...errors} : res !;\n });\n\n return
Object.keys(res).length === 0 ? null : res;\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 {AbstractControl} from '../model';\nimport {AsyncValidator,
AsyncValidatorFn, Validator, ValidatorFn} from './validators';\n\nexport function normalizeValidator(validator:
ValidatorFn | Validator): ValidatorFn {\n if ((<Validator>validator).validate) {\n return (c: AbstractControl) =>
(<Validator>validator).validate(c);\n } else {\n return <ValidatorFn>validator;\n }\n}\n\nexport function
normalizeAsyncValidator(validator: AsyncValidatorFn | AsyncValidator):\n AsyncValidatorFn {\n if
((<AsyncValidator>validator).validate) {\n return (c: AbstractControl) =>
(<AsyncValidator>validator).validate(c);\n } else {\n return <AsyncValidatorFn>validator;\n }\n}\n","/**\n *
@license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MITstyle license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive,
ElementRef, Renderer2, forwardRef} from '@angular/core';\n\nimport {ControlValueAccessor,
NG_VALUE_ACCESSOR} from './control_value_accessor';\n\nexport const NUMBER_VALUE_ACCESSOR:
any = {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(() => NumberValueAccessor),\n multi:
true\n};\n\n/**\n * @description\n * The `ControlValueAccessor` for writing a number value and listening to
number input changes.\n * The value accessor is used by the `FormControlDirective`, `FormControlName`, and
`NgModel`\n * directives.\n *\n * @usageNotes\n *\n * ### Using a number input with a reactive form.\n *\n * The
following example shows how to use a number input with a reactive form.\n *\n * ```ts\n * const totalCountControl
= new FormControl();\n * ```\n *\n * ```\n * <input type=\"number\" [formControl]=\"totalCountControl\">\n * ```\n
*\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n * @publicApi\n */\n@Directive({\n
selector:\n
'input[type=number][formControlName],input[type=number][formControl],input[type=number][ngModel]',\n host:
{\n '(change)': 'onChange($event.target.value)',\n '(input)': 'onChange($event.target.value)',\n '(blur)':
'onTouched()'\n },\n providers: [NUMBER_VALUE_ACCESSOR]\n})\nexport class NumberValueAccessor
implements ControlValueAccessor {\n /**\n * @description\n * The registered callback function called when a
change or input event occurs on the input\n * element.\n */\n onChange = (_: any) => {};\n\n /**\n *
@description\n * The registered callback function called when a blur event occurs on the input element.\n */\n
onTouched = () => {};\n\n constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}\n\n
/**\n * Sets the \"value\" property on the input element.\n *\n * @param value The checked value\n */\n
writeValue(value: number): void {\n // The value needs to be normalized for IE9, otherwise it is set to 'null' when
null\n const normalizedValue = value == null ? '' : value;\n
this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);\n }\n\n /**\n *
@description\n * Registers a function called when the control value changes.\n *\n * @param fn The callback
function\n */\n registerOnChange(fn: (_: number|null) => void): void {\n this.onChange = (value) => { fn(value
== '' ? null : parseFloat(value)); };\n }\n\n /**\n * @description\n * Registers a function called when the control

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is touched.

```typescript
*\n  *\n  *\n  *\n  *\n  */
  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);
  }

  /**
   * Removes a control from the internal registry.
   * For internal use only.
   */
  remove(control: NgControl, accessor: RadioControlValueAccessor): void {
    for (let i = this._accessors.length - 1; i >= 0; --i) {
      if (this._accessors[i][1] === accessor) {
        this._accessors.splice(i, 1);
        return;
      }
    }
  }

  /**
   * Selects a radio button.
   */
  select(accessor: RadioControlValueAccessor): void {
    this._accessors.forEach((c) => {
      if (this._isSameGroup(c, accessor) && c[1] !== accessor) {
        c[1].fireUncheck(accessor.value);
      }
    });
  }

  private _isSameGroup(controlPair: [NgControl, RadioControlValueAccessor], accessor: RadioControlValueAccessor): boolean {
    if (!controlPair[0].control) return false;
    return controlPair[0].parent === accessor.control._parent && controlPair[1].name === accessor.name;
  }
}
```

### Using 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` property.

```typescript
*\n  *\n  *\n  *\n  *\n  */
  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);
  }

  ngOnDestroy(): void {
    this._registry.remove(this);
  }

  onChange(value: any): void {
    this._control.valueAccessor.writeValue(value);
  }
}
```
```javascript
this._state = value === this.value;
this._renderer.setProperty(this._elementRef.nativeElement, 'checked', this._state);

this.onCheck = () => {
  this._fn
  this.onChange(
    fn: (value) => {
      this._fn = fn
      this._onCheck = () => {
        fn
        this._renderer
        .setProperty
        (this._elementRef.nativeElement, 'checked', this._state);
      }
    },
    fn
    .registerOnChange
    (fn: (value: any) => {});
  }

  this.onTouched = () => {
    this._fn
    .registerOnTouched
    (fn: (value) => {});
  }

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

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  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

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  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

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  (fn: (value: any) => {});

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  (fn: (value: any) => {});

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  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

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  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

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    this._renderer
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    (this._elementRef.nativeElement, 'value', parseFloat(value));
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    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});

  this.onTouched
  (fn: (value: any) => {});

  this.writeValue
  (value: any) => {
    this._renderer
    .setProperty
    (this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  this.onChange
  (fn: (value: any) => {});
```

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 parent$\_name that also have a "form" prefix: formGroupName, formArrayName, or formGroupName.

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. 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\}. Please support using the ngModel input property and ngModelChange event with $\{reactive form directive\} 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\}#use-with-ngmodel`

  }
}

Using select controls in a reactive form

The following examples show how to use a select control in a reactive form:

```typescript
FormControlName`, and

* `NgModel` directives.

*

* @usageNotes

*

* @example

forms/ts/reactiveSelectControl/reactive_select_control_example.ts region=Component`

* @example

forms/ts/selectControl/select_control_example.ts region=Component`

* @example

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### Using select controls in a

reactive form

The following examples show how to use a select control in a reactive form.

```typescript
{@example forms/ts/reactiveSelectControl/reactive_select_control_example.ts region='Component'}

* @example

forms/ts/selectControl/select_control_example.ts region=Component`

* @example

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### Using select controls in a template-driven form

To use a select in a template-driven form, simply add an

`ngModel` and a `name` attribute to the main `<select>` tag:

```html
<select [formControl]="selectedCountriesControl">
  <option *ngFor="let country of countries" [ngValue]="country">
    {{country.name}}
  </option>
</select>
```

### Customizing option selection

Angular uses object identity to select option. It's possible for the identities of items to change while the data does not. This can happen, for example, if the items are produced from an RPC to the server, and that RPC is re-run. Even if the data hasn't changed, the second response will produce objects with different identities.

* To customize the default option comparison algorithm, `<select>` supports `compareWith` input. `compareWith` takes a function which has two arguments: `option1` and `option2`. If `compareWith` is given, Angular selects options by the return value of the function.

```typescript
const selectedCountriesControl = new FormControl();
```

```typescript
compareFn(c1: Country, c2: Country): boolean {
  return c1 && c2 ? c1.id === c2.id : c1 === c2;
}
```
_extractId(valueString);\n    return this._optionMap.has(id) ? this._optionMap.get(id) : valueString;
  }
}

/**
 * @description
 * Marks `option` as dynamic, so Angular can be notified when options change.
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({selector: 'option'})
export class NgSelectOption implements OnDestroy {
  /**
   * ID of the option element
   */
  // TODO(issue/24571): remove `!`. id: string;

  constructor(private_element: ElementRef, private_renderer: Renderer2, @Optional() @Host() private _select: SelectControlValueAccessor) {\n    if (this._select) this.id = this._select._registerOption();
  }

  /**
   * Tracks the value bound to the option element. Unlike the value binding, \n   * ngValue supports binding to objects.
   */
  @Input('ngValue')
  set ngValue(value: any) {\n    if (this._select == null) return;
    this._select._optionMap.set(this.id, value);
    this._setElementValue(_buildValueString(this.id, value));
    this._select.writeValue(this._select.value);
  }

  /**
   * Tracks simple string values bound to the option element.
   * For objects, use the `ngValue` input binding.
   */
  @Input('value')
  set value(value: any) {\n    this._setElementValue(value);
    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 {\n    if (this._select) {\n      this._select._optionMap.delete(this.id);
      this._select.writeValue(this._select.value);
    }
  }
}

/**
 * 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, 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_MULTIPLE_VALUE_ACCESSOR: StaticProvider = {
  provide: NG_VALUE_ACCESSOR,
  useExisting: forwardRef(() => SelectMultipleControlValueAccessor),
  multi: true
};

function _buildValueString(id: string, value: any): string {\n  if (id == null) return `${value}`;
  if (typeof value === 'string') value = `'${value}'`;
  if (value && typeof value === 'object') value = 'Object';
  return `${id}: ${value}`.slice(0, 50);
}

function _extractId(valueString: string): string {\n  return valueString.split(':')?[0];
}

/**
 * The `ControlValueAccessor` for writing multi-select control values and listening to multi-select control changes. The value accessor is used by the `FormControlDirective`, `FormControlName`, and `NgModel` directives.
 * 
 * @see `SelectControlValueAccessor`
 *
 * @usageNotes
 * 
 * ### Using a multi-select control
 * 
 * The follow example shows you how to use a multi-select control with a reactive form.
 * ```ts
 * const countryControl = new FormControl();
 * ```
 *
 * ```
 * <select multiple name="countries" 
 * [formControl]="countryControl">
 *   <option *ngFor="let country of countries" 
 * [ngValue]="country">
 *     {{ country.name }}
 *   </option>
 * </select>
 * ```
 * 
 * ### Customizing option selection
 *  
 * To customize the default option comparison algorithm, `select` supports `compareWith` input.
 * ```
 * <select multiple [compareWith]="customCompare" name="countries">
 *   <option *ngFor="let country of countries" [ngValue]="country">
 *     {{ country.name }}
 *   </option>
 * </select>
 * ```
 * 
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({
  selector:
  'select[multiple][formControlName],select[multiple][formControl][select[multiple][ngModel]]
',\n  host: {'(change)': 'onChange($event.target)', '(blur)': 'onTouched()'},
  providers:
  [SELECT_MULTIPLE_VALUE_ACCESSOR]
})
export class SelectMultipleControlValueAccessor implements ControlValueAccessor {\n  /**
   * Lifecycle method called before the directive's instance is destroyed. For internal use only.
   */
  ngOnDestroy(): void {\n    if (this._select) {\n      this._select._optionMap.delete(this.id);
      this._select.writeValue(this._select.value);
    }
  }
}
checking for changes.

```typescript
private _registerOption(value: ɵNgSelectMultipleOption): string {
  const id: string = (this._idCounter++).toString();
  this._optionMap.set(id, value);
  return id;
}
```

```typescript
/**
 * @description
 * Marks `<option>` as dynamic, so Angular can be notified when options change.
 *
 * @see `SelectMultipleControlValueAccessor`
 *
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({selector: 'option'})
export class ɵNgSelectMultipleOption implements OnDestroy {
  // TODO(issue/24571): remove '!'.
  id!: string;
  /**
   * @internal */
  _value: any;

  constructor(
      private _element: ElementRef, private _renderer: Renderer2,
      @Optional() @Host() private _select: SelectMultipleControlValueAccessor) {
    if (this._select) {
      this.id = this._select._registerOption(this);
    }
  }

  /**
   * @description
   * Tracks simple string values bound to the option element.
   * For objects, use the `ngValue` input binding.
   * @see `SelectMultipleControlValueAccessor`
   */
  @Input('value')
  set value(value: any) {
    if (this._select) {
      this._value = value;
      this._setElementValue(_buildValueString(this.id, value));
      this._select.writeValue(this._select.value);
    } else {
      this._setElementValue(value);
    }
  }

  /**
   * @description
   * Lifecycle method called before the directive's instance is destroyed. For internal use only.
   * @see `SelectMultipleControlValueAccessor`
   */
  ngOnDestroy(): void {
    if (this._select) {
      this._select._optionMap.delete(this.id);
```

```typescript
const id: string = _extractId(valueString);
return this._optionMap.has(id) ? this._optionMap.get(id)!.value : valueString;
```
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 {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from './validators';

export function controlPath(name: string | null, parent: ControlContainer): string[] {
  return [...parent.path !, name !];
}

export function setUpControl(control: FormControl, dir: NgControl): void {
  if (!control) _throwError(dir, 'Cannot find control with');
  if (!dir.valueAccessor) _throwError(dir, 'No value accessor for form control with');

  control.validator = Validators.compose([control.validator !, dir.validator]);
  control.asyncValidator = Validators.composeAsync([control.asyncValidator !, dir.asyncValidator]);
  dir.valueAccessor!.writeValue(control.value);

  setUpViewChangePipeline(control, dir);
  setUpModelChangePipeline(control, dir);

  setUpBlurPipeline(control, dir);

  if (dir.valueAccessor!.setDisabledState) {
    control.registerOnDisabledChange((isDisabled: boolean) => {
      dir.valueAccessor!.setDisabledState!(isDisabled); });
  }

  // re-run validation when validator binding changes, e.g. minlength=3 -> minlength=4
  dir._rawValidators.forEach((validator: Validator | ValidatorFn) => {
    if ((<Validator>validator).registerOnValidatorChange)
      (<Validator>validator).registerOnValidatorChange !(() => control.updateValueAndValidity());
  });

  dir._rawAsyncValidators.forEach((validator: AsyncValidator | AsyncValidatorFn) => {
    if ((<Validator>validator).registerOnValidatorChange)
      (<Validator>validator).registerOnValidatorChange !(() => control.updateValueAndValidity());
  });

  if (control) control._clearChangeFns();
}

function setUpViewChangePipeline(control: FormControl, dir: NgControl): void {
  dir.valueAccessor!.registerOnChange((newValue: any) => {
    control._pendingValue = newValue;
    control._pendingChange = true;
    control._pendingDirty = true;

    if (control.updateOn === 'change') updateControl(control, dir);
  });
}

function setUpBlurPipeline(control: FormControl, dir: NgControl): void {
  dir.valueAccessor!.registerOnTouched(() => {
    control._pendingTouched = true;

    if (control.updateOn === 'blur' && control._pendingChange) updateControl(control, dir);
    if (control.updateOn !== 'submit') control.markAsTouched();
  });
}

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 cleanUpControl(control: FormControl, dir: NgControl): void {
  dir.valueAccessor!.registerOnChange(() => _noControlError(dir));
  dir.valueAccessor!.registerOnTouched(() => _noControlError(dir));
}

function setUpModelChangePipeline(control: FormControl, dir: NgControl): void {
  control.registerOnChange((newValue: any, emitModelEvent: boolean) => {
    // control -> view
    dir.valueAccessor!.writeValue(newValue);

    // control -> ngModel
    if (emitModelEvent)
      dir.valueAccessor!.writeValue(newValue);

    // control -> model
    if (emitModelEvent)
      dir.valueToModelUpdate(newValue);

    // control -> view
    dir.valueAccessor!.writeValue(newValue);

    // control -> ngModel
    if (emitModelEvent)
```typescript
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]);
}

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 removeDir<T>(list: T[], el: T): void {
  const index = list.indexOf(el);
  if (index > -1) list.splice(index, 1);
}
```

---

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---

This is an open source used in MSX SD-Branch Service Pack 4.0.0.
meaning that no errors exist in the input value.

```javascript
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 //
  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 {

  return Array.isArray(asyncValidator) ?
          composeAsyncValidators(asyncValidator) :
                                             asyncValidator || null;
}

function isOptionsObj(
    validatorOrOpts?: ValidatorFn |
        ValidatorFn[] | AbstractControlOptions | null): boolean {
  return validatorOrOpts != null &&
      !Array.isArray(validatorOrOpts) &&
      typeof validatorOrOpts === 'object';
}

/**
 * This is the base class
 * for `FormControl`, `FormGroup`, and `FormArray`.
 *
 * It provides some of the shared behavior that all controls
 * and groups of controls have, like
 * running validators, calculating status, and resetting state. It also defines
 * the properties
 * that are shared between all sub-classes, like 'value', 'valid', and 'dirty'. It shouldn't be
 * instantiated directly.
 */
export abstract class
AbstractControl {

  /** @internal */
  _pendingDirty !: boolean;

  /** @internal */
  _pendingTouched !: boolean;

  /** @internal */
  _onCollectionChange = () => {};

  /** @internal */
  _updateOn !: FormHooks;

  private _asyncValidationSubscription: any;

  /**
   * Initialize the AbstractControl instance.
   */
  constructor() {
    // For a 'FormControl',
    _currentValue.of the control.
    _*valid*
    } * For an enabled 'FormGroup',
    _the values of enabled controls as an object*
    * with a key-value pair for each member of the group.
    * For a disabled 'FormGroup',
    _the values of all controls as an object*
    * with a key-value pair for each member of the group.
    * For a 'FormArray',
    _the values of enabled controls as an array.
    } *public readonly value: any
    Initialize the AbstractControl instance.
    } * @param
  ```
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```typescript
asyncValidator The function that determines the asynchronous validity of this control.

constructor(public validator: ValidatorFn|null, public asyncValidator: AsyncValidatorFn|null) {}

get parent(): FormGroup|FormArray { return this._parent; }
```

setAsyncValidators(newValidator: AsyncValidatorFn|AsyncValidatorFn[]|null): void { this.asyncValidator = coerceToFAsyncValidator(newValidator); } */

/**
 * Empties out the async validator list.
 */

setAsyncValidators(newValidator: AsyncValidatorFn|AsyncValidatorFn[]|null): void { this.asyncValidator = coerceToFAsyncValidator(newValidator); } */

/**
 * Empties out the sync validator list.
 */

clearSyncValidators(): void { this.validator = null; } */

/**
 * Empties out the async validator list.
 */

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.
 */

clearAsTouched(): void { this.markAsTouched({ onlySelf?: boolean } = {}); void { (this as{ touched: boolean }).touched = true; } if (this._parent && !opts.onlySelf) { 

this._parent.markAsTouched(opts: { onlySelf?: boolean } = {}); void { (this as{ touched: boolean }).touched = true; } 

this._forEachChild((control: AbstractControl) => control.markAsTouched()); 

this._parent.markAsTouched(); */

/**
 * Marks the control as `dirty`. A control becomes dirty
 * when the control's value is changed through the UI; compare `markAsTouched`.
 */

clearAsDirty(): void { (this as{ pristine: boolean }).pristine = false; } */

/**
 * Marks the control as `pristine`.
 */

clearAsPristine(): void { (this as{ pristine: boolean }).pristine = true; } */

/**
 * Marks the control as `pending`.
 */

clearAsPending(): void { (this as{ status: string }).status = PENDING; } */

/**
 * Disables the control. This means the control is exempt
from validation checks and\n * excluded from the aggregate value of any parent. Its status is `DISABLED`.
 * If the control has children, all children are also disabled.\n * @see {link AbstractControl.status}\n * @param opts Configuration options that determine how the control propagates\n * changes and emits events after the control is disabled.\n * @param onlySelf: When true, mark only this control. When false or not supplied,\n * marks all direct ancestors. Default is false.\n * @param emitEvent: When true or not supplied (the default), both the\n `statusChanges` and\n * `valueChanges` observables emit events with the latest status and value when the\n control is disabled.\n * When false, no events are emitted.\n * @param disable\n * @param opts\n * @param onlySelf: boolean, emitEvent?: boolean) = {}): void {\n // If parent has been marked artificially dirty we don't want to re-calculate the\n // parent's dirtiness based on the children.\n const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf);\n\n (this as{status: string}).status = DISABLED;\n (this as{errors: ValidationErrors | null}).errors = null;\n\n this._forEachChild(\n control: AbstractControl) => { control.disable((...opts, onlySelf: true)); });\n\n this._updateValue();\n
    if (opts.emitEvent !== false) {\n      (this.valueChanges as\n EventEmitter<any>).emit(this.value);\n      (this.statusChanges as\n EventEmitter<string>).emit(this.status);\n    }

    this._updateAncestors({...opts, skipPristineCheck});
    this._onDisabledChange.forEach((changeFn) => changeFn(true));
  }

  /**
   * Enables the control. This means the control is included in validation checks and\n * the aggregate value of its parent. Its status recalculates based on its value and\n * its validators.\n * @param opts Configure options that control how the control propagates changes and\n * emits events when marked as untouched\n * @param onlySelf: When true, mark only this control. When false or not supplied,\n * marks all direct ancestors. Default is false.\n * @param emitEvent: When true or not supplied (the default), both the\n `statusChanges` and\n * `valueChanges` observables emit events with the latest status and value when the\n control is enabled.\n * When false, no events are emitted.\n * @param enable\n * @param opts\n * @param onlySelf: boolean, emitEvent?: boolean) = {}): void {\n // If parent has been marked artificially dirty we don't want to re-calculate the\n // parent's dirtiness based on the children.\n const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf);\n\n (this as{status: string}).status = VALID;\n this._forEachChild(\n control: AbstractControl) => { control.enable((...opts, onlySelf: true)); });\n\n this.updateValueAndValidity({onlySelf: true, emitEvent:\n opts.emitEvent})\n this._updateAncestors({...opts, skipPristineCheck});\n\n this._onDisabledChange.forEach((changeFn) => changeFn(false));\n
 private _updateAncestors(opts: {onlySelf?: boolean, emitEvent?: boolean,\n skipPristineCheck?: boolean}) {\n if (this._parent &\n !opts.onlySelf) {\n this._parent.updateValueAndValidity(opts);\n if (opts.skipPristineCheck) {\n this._parent._updatePristine();\n }\n this._parent._updateTouched();\n }\n\n /*\n * Sets the value of the control. Abstract method (implemented in sub-classes).\n * @param any\n * @param options?: Object;\n void;\n */\n /*\n * Patches the value of the control. Abstract method\n (implemented in sub-classes).\n */\n /*\n * abstract patchValue(value: any, options?: Object): void;\n */\n /*\n * @param parent\n * Returns the control. Abstract method (implemented in sub-classes).\n */\n /*\n * abstract reset(value?: any, options?: Object): void;\n */\n /*\n * Recalculates the value and validation status of the control.\n * By default, it also updates the value and validity of its ancestors.\n * @param opts Configuration options determine how the control propagates changes and emits events\n * after updates and validity checks are applied.\n * @param onlySelf: When true, only update this control. When false or not supplied,\n * update all direct ancestors. Default is false.\n * @param emitEvent: When true or not supplied (the default), both the `statusChanges` and\n * `valueChanges` observables emit events with the latest status and value when the control is updated.\n * When false, no events are\n * @param updateValueAndValidity\n * options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {\n if (this.enabled) {\n this._cancelExistingSubscription();\n (this as{errors: ValidationErrors | null}).errors = this._runValidator();\n (this as{status: string}).status = this._calculateStatus();\n if (this.status === VALID || this.status === PENDING) {\n this._runAsyncValidator(opts.emitEvent);\n }\n if (opts.emitEvent !== false) {\n this._valueChanges as\n EventEmitter<any>.emit(this.value);\n (this.statusChanges as\n EventEmitter<string>).emit(this.status);\n
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```typescript
if (this._parent && !opts.onlySelf) {
  this._parent.updateValueAndValidity(opts);
}

internal * updateTreeValidity(opts: {emitEvent?: boolean} = {emitEvent: true}) {
  this._forEachChild((ctrl: AbstractControl) => ctrl._updateTreeValidity(this));
  this.updateValueAndValidity({onlySelf: true, emitEvent: opts.emitEvent});
}

@internal */
updateTreeValidity(emitEvent?: boolean = true) {
  // Update the parent's validity recursively.
  this._forEachChild((ctrl: AbstractControl) => ctrl._updateTreeValidity(emitEvent));
  this.updateValueAndValidity({onlySelf: true, emitEvent: emitEvent});
}

private setInitialStatus() {
  // Set the initial status of this control.
}

private _setInitialStatus() {
  (this as {status: string}).status = this._allControlsDisabled() ? DISABLED : VALID;
}

private _runValidator(): ValidationErrors | null {
  return this.validator ? this.validator(this) : null;
}

private _runAsyncValidator(emitEvent?: boolean): void {
  if (this.asyncValidator) {
    (this as {status: string}).status = PENDING;
    const obs = toObservable(this.asyncValidator(this));
    this._asyncValidationSubscription = obs.subscribe((errors: ValidationErrors | null) => this.setErrors(errors, {emitEvent}));
  }
}

private _cancelExistingSubscription(): void {
  if (this._asyncValidationSubscription) {
    this._asyncValidationSubscription.unsubscribe();
  }
}

/**
 * Sets errors on a form control when running validations manually, rather than automatically.
 * @param errors Errors to set on the control.
 * @param emitEvent Whether to emit an event.
 */
setErrors(errors: ValidationErrors | null, opts: {emitEvent?: boolean} = {}): void {
  (this as {errors: ValidationErrors | null}).errors = errors;
  this._updateControlsErrors(opts.emitEvent !== false);
}

/**
 * Retrieves a child control given the control's name or path.
 * @param path A dot-delimited string or array of string/number values that define the path to the control.
 * @param emitEvent Whether to emit an event.
 */
get(path: Array<string | number> | string): AbstractControl | null {
  return _find(this, path, '.');
}

/**
 * Reports error data for the control with the given path.
 * @param errors Errors to check.
 * @param emitEvent Whether to emit an event.
 */
getError(errorCode: string, path?: Array<string | number> | string): any {
  const control = path ? this.get(path) : this;
  return control && control.errors ? control.errors[errorCode] : null;
}

/**
 * Reports whether the control with the given path has the error specified.
 * @param errorCode The code of the error to check.
 * @param emitEvent Whether to emit an event.
 */
hasError(errorCode: string, path?: Array<string | number> | string): boolean {
  return !!this.getError(errorCode, path);
}

/**
 * Retrieves the top-level ancestor of this control.
 */
get root(): AbstractControl {
  let x: AbstractControl = this;
  while (x._parent) {
    x = x._parent;
  }
  return x;
}
```

---

If this.parent & & !opts.onlySelf) {
  this.parent.updateValueAndValidity(opts);
}

internal * updateTreeValidity(emitEvent?: boolean = {emitEvent: true}) {
  this._forEachChild((ctrl: AbstractControl) => ctrl._updateTreeValidity(emitEvent));
  this.updateValueAndValidity({onlySelf: true, emitEvent: opts.emitEvent});
}

private setInitialStatus() {
  // Set the initial status of this control.
}

private _setInitialStatus() {
  (this as {status: string}).status = this._allControlsDisabled() ? DISABLED : VALID;
}

private _runValidator(): ValidationErrors | null {
  return this.validator ? this.validator(this) : null;
}

private _runAsyncValidator(emitEvent?: boolean): void {
  if (this.asyncValidator) {
    (this as {status: string}).status = PENDING;
    const obs = toObservable(this.asyncValidator(this));
    this._asyncValidationSubscription = obs.subscribe((errors: ValidationErrors | null) => this.setErrors(errors, {emitEvent}));
  }
}

private _cancelExistingSubscription(): void {
  if (this._asyncValidationSubscription) {
    this._asyncValidationSubscription.unsubscribe();
  }
}

/**
 * Sets errors on a form control when running validations manually, rather than automatically.
 * @param errors Errors to set on the control.
 * @param emitEvent Whether to emit an event.
 */
setErrors(errors: ValidationErrors | null, opts: {emitEvent?: boolean} = {}): void {
  (this as {errors: ValidationErrors | null}).errors = errors;
  this._updateControlsErrors(opts.emitEvent !== false);
}

/**
 * Retrieves a child control given the control's name or path.
 * @param path A dot-delimited string or array of string/number values that define the path to the control.
 * @param emitEvent Whether to emit an event.
 */
get(path: Array<string | number> | string): AbstractControl | null {
  return _find(this, path, '.');
}

/**
 * Reports error data for the control with the given path.
 * @param errors Errors to check.
 * @param emitEvent Whether to emit an event.
 */
getError(errorCode: string, path?: Array<string | number> | string): any {
  const control = path ? this.get(path) : this;
  return control && control.errors ? control.errors[errorCode] : null;
}

/**
 * Reports whether the control with the given path has the error specified.
 * @param errorCode The code of the error to check.
 * @param emitEvent Whether to emit an event.
 */
hasError(errorCode: string, path?: Array<string | number> | string): boolean {
  return !!this.getError(errorCode, path);
}

/**
 * Retrieves the top-level ancestor of this control.
 */
get root(): AbstractControl {
  let x: AbstractControl = this;
  while (x._parent) {
    x = x._parent;
  }
  return x;
}
as{

valueChanges: Observable\<any\>\})\).valueChanges = new EventEmitter\()

private _calculateStatus() {
    if (this._allControlsDisabled()) return DISABLED;
    if (this.errors) return INVALID;
    if (this._anyControlsHaveStatus(PENDING)) return PENDING;
    return VALID;
}

private _syncPendingControls() {
    this._forEachChild(control => { if (control.status === PENDING) return true;
    return false; });
}

abstract _updateValue(): void;

abstract _forEachChild(cb: Function): void;

abstract _anyControls(condition: Function): boolean;

abstract _allControlsDisabled(): boolean;

abstract _syncPendingControls(): boolean;

abstract _isBoxedValue(formState: any): boolean {
    return typeof formState === 'object' && formState !== null && Object.keys(formState).length === 2 && 'value' in formState && 'disabled' in formState;
}

/**
 * Tracks the value and validation status of an individual form control.
 *
 * This is one of the three fundamental building blocks of Angular forms, along with `FormGroup` and `FormArray`. It extends the `AbstractControl` class that implements most of the base functionality for accessing the value, validation status, user interactions and events.
 *
 * @see `AbstractControl`
 * @see [Reactive Forms Guide](guide/reactive-forms)
 * @see [Usage Notes](#usage-notes)
 *
 * @usageNotes
 *
 * ### Initializing Form Controls
 *
 * Instantiate a `FormControl`, with an initial value.
 *
 * ```ts
 * const control = new FormControl('some value');
 * console.log(control.value);     // 'some value'
 *```
 *
 * The following example initializes the control with a form state object. The `value` and `disabled` keys are required in this case.
 *
 * ```ts
 * const control = new FormControl({ value: 'n/a', disabled: true });
 * console.log(control.value);     // 'n/a'
 * console.log(control.status);     // 'DISABLED'
 *```
console.log(control.status); // 'VALID'

```
control.reset({ value: 'Drew', disabled: true });
```
when the disabled status changes.

```typescript
registerOnDisabledChange(fn: (isDisabled: boolean) => void): void {
  this._onDisabledChange.push(fn);
}
```

```typescript
registerOnDisabledChange(fn: (isDisabled: boolean) => void): void {
  this._onDisabledChange.push(fn);
}
```

When instantiating a `FormGroup`, pass in a collection of child controls as the first `*args` argument. The key for each child registers the name for the form control. What are the changes done?

```typescript
createFormWith(form: FormGroup, new FormControl('Nancy', Validators.minLength(2)), new FormControl('Drew', Validators.minLength(2)))
```

When instantiating a `FormGroup`, pass in a collection of child controls as the first `*args` argument. The key for each child registers the name for the form control. What are the changes done?

```typescript
createFormWith(form: FormGroup, new FormControl('Nancy', Validators.minLength(2)), new FormControl('Drew', Validators.minLength(2)))
```

### Create a form group with 2 controls

```typescript
const form = new FormGroup({
  first: new FormControl('Nancy', Validators.minLength(2)),
  last: new FormControl('Drew'),
});
```

### Create a form group with a group-level validator

```typescript
const form = new FormGroup({
  password: new FormControl('', Validators.minLength(2)),
  passwordConfirm: new FormControl('', Validators.minLength(2)),
}, passwordMatchValidator);
```

```typescript
function passwordMatchValidator(g: FormGroup) {
  return g.get('password').value === g.get('passwordConfirm').value
    ? null : {'mismatch': true};
}
```

You include group-level validators as the second arg, or group-level async *args* as the third arg. These come in handy when you want to perform validation that considers the value of more than one child control.

```typescript
const c = new FormGroup({
  one: new FormControl()
}, { updateOn: 'blur' });
```

The options object is used to set a default value for each child control's `updateOn` property. If you set `updateOn` to `'blur'` at the group level, all child controls default to `'blur'`, unless the child has explicitly specified a different `updateOn` value.

```typescript
const c = new FormGroup({
  one: new FormControl()
}, { updateOn: 'blur' });
```

The options object is used to set a default value for each child control's `updateOn` property. If you set `updateOn` to `'blur'` at the group level, all child controls default to `'blur'`, unless the child has explicitly specified a different `updateOn` value.

```typescript
const c = new FormGroup({
  one: new FormControl()
}, { updateOn: 'blur' });
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The options object is used to set a default value for each child control's `updateOn` property. If you set `updateOn` to `'blur'` at the group level, all child controls default to `'blur'`, unless the child has explicitly specified a different `updateOn` value.

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When instantiating a `FormGroup`, pass in a collection of child controls as the first `*args` argument. The key for each child registers the name for the form control. What are the changes done?

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When instantiating a `FormGroup`, pass in a collection of child controls as the first `*args` argument. The key for each child registers the name for the form control. What are the changes done?

```typescript
createFormWith(form: FormGroup, new FormControl('Nancy', Validators minLength(2)), new FormControl('Drew', Validators minLength(2)))
```
to this group.

* This method also updates the value and validity of the control.

* **@param** name The control name to add to the collection

* **@param** control Provides the control for the given name

* **@param** 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

  * **@param** removeControl(name: string): void {}

  * if (this.controls[name]) this.controls[name]._registerOnCollectionChange(() => {});

  * delete (this.controls[name]);

  * this.updateValueAndValidity();

  * this._onCollectionChange();

  * Replace an existing control.

  * **@param** name The control name to replace in the collection

  * **@param** control Provides the control for the given name

  * **@param** setControl(name: string, control: AbstractControl): void {}

  * this.registerControl(name, control);

  * this.updateValueAndValidity();

  * this._onCollectionChange();

  * @param name The control name to check for existence in the group

  * **@throws** When strict checks fail, such as setting the value of a control

  * that doesn't exist or if you exclude a value of a control that does exist.

  * **@param** value The new value for the control that matches the structure of the group

  * **@param** options Configuration options that determine how the control propagates changes

  * * onlySelf*: When true, each change only affects this control, and not its parent.

  * Default is false.

  * **@param** emitEvent: When true or not supplied (the default), both the

  * `statusChanges` and `valueChanges` observables emit events with the latest status and value when the

  * control value is updated.

  * When false, no events are emitted.

  * **@param** value The object that matches the structure of the group.

  * **@param** options Configuration options that determine how the control propagates changes

  * and emits events after the value changes.

  * The configuration options are passed to the

  * `updateValueAndValidity()` method.

  * **@param** onlySelf?: boolean, emitEvent?: boolean = false;

  * `updateValueAndValidity()` method.

  * **@param** onlySelf: When true, each change only affects this control, and not its parent.

  * Default is false.

  * **@param** emitEvent: When true or not supplied (the default), both the

  * `statusChanges` and `valueChanges` observables emit events with the latest status and value when the

  * control value is updated.

  * When false, no events are emitted.

  * **@param** value The object that matches the structure of the group.

  * **@param** options Configuration options that determine how the control propagates changes

  * and emits events after the value is patched.

  * 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

  * `patchValue()` method.

  * **@param** value: [{key: string}: any], options: {onlySelf?: boolean, emitEvent?: boolean} = false;

  * `patchValue()` method.

  * **@param** onlySelf: When true, each change only affects this control, and not its parent.

  * Default is false.

  * **@param** 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

  * `reset()` method.

  * **@param** value: [{key: string}: any], options: {onlySelf?: boolean, emitEvent?: boolean} = false;

  * `reset()` method.
`pristine` and `untouched`, and\n * the value of all descendants to null.\n *\n * You reset to a specific form state
by passing in a map of states\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 *\n * @param value
Resets the control with an initial value,\n * or an object that defines the initial value and disabled state.\n *\n *
@param options Configuration options that determine how the control propagates changes\n * and emits events
when the group is reset.\n * * `onlySelf`: When true, each change only affects this control, and not its parent.
Default is\n * false.\n * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and\n *
`valueChanges`\n * observables emit events with the latest status and value when the control is reset.\n * When
false, no events are emitted.\n * The configuration options are passed to the {@link
AbstractControl#updateValueAndValidity\n * updateValueAndValidity} method.\n *\n * @usageNotes\n *\n
* ### Reset the form group values\n *\n * ```ts\n * const form = new FormGroup({\n * first: new
FormControl('first name'),\n * last: new FormControl('last name')\n * });\n *\n * console.log(form.value); //
{first: 'first name', last: 'last name'}\n *\n * form.reset({ first: 'name', last: 'last name' });\n *\n *
console.log(form.value); // {first: 'name', last: 'last name'}\n * ```\n *\n * ### Reset the form group values and
disabled status\n *\n * ```\n * const form = new FormGroup({\n * first: new FormControl('first name'),\n *
last: new FormControl('last name')\n * });\n *\n * form.reset({\n * first: {value: 'name', disabled: true},\n *
last: 'last'\n * });\n *\n * console.log(this.form.value); // {first: 'name', last: 'last name'}\n *
console.log(this.form.get('first').status); // 'DISABLED'\n * ```\n */\n reset(value: any = {}, options: {onlySelf?:
boolean, emitEvent?: boolean} = {}): void {\n this._forEachChild((control: AbstractControl, name: string) => {\n
control.reset(value[name], {onlySelf: true, emitEvent: options.emitEvent});\n });\n
this._updatePristine(options);\n this._updateTouched(options);\n this.updateValueAndValidity(options);\n }\n\n
/**\n * The aggregate value of the `FormGroup`, including any disabled controls.\n *\n * Retrieves all values
regardless of disabled status.\n * The `value` property is the best way to get the value of the group, because\n * it
excludes disabled controls in the `FormGroup`.\n */\n getRawValue(): any {\n return this._reduceChildren(\n
{}, (acc: {[k: string]: AbstractControl}, control: AbstractControl, name: string) => {\n
acc[name] = control
instanceof FormControl ? control.value : (<any>control).getRawValue();\n
return acc;\n
});\n }\n\n /**
@internal */\n _syncPendingControls(): boolean {\n let subtreeUpdated = this._reduceChildren(false, (updated:
boolean, child: AbstractControl) => {\n
return child._syncPendingControls() ? true : updated;\n });\n if
(subtreeUpdated) this.updateValueAndValidity({onlySelf: true});\n return subtreeUpdated;\n }\n\n /** @internal
*/\n _throwIfControlMissing(name: string): void {\n if (!Object.keys(this.controls).length) {\n
throw new
Error(`\n
There are no form controls registered with this group yet. If you're using ngModel,\n
you may
want to check next tick (e.g. use setTimeout).\n
`);\n }\n if (!this.controls[name]) {\n
throw new
Error(`Cannot find form control with name: ${name}.`);\n }\n }\n\n /** @internal */\n _forEachChild(cb: (v:
any, k: string) => void): void {\n Object.keys(this.controls).forEach(k => cb(this.controls[k], k));\n }\n\n /**
@internal */\n _setUpControls(): void {\n this._forEachChild((control: AbstractControl) => {\n
control.setParent(this);\n
control._registerOnCollectionChange(this._onCollectionChange);\n });\n }\n\n /**
@internal */\n _updateValue(): void { (this as{value: any}).value = this._reduceValue(); }\n\n /** @internal */\n
_anyControls(condition: Function): boolean {\n let res = false;\n this._forEachChild((control: AbstractControl,
name: string) => {\n
res = res || (this.contains(name) && condition(control));\n });\n return res;\n }\n\n /**
@internal */\n _reduceValue() {\n return this._reduceChildren(\n
{}, (acc: {[k: string]: AbstractControl},
control: AbstractControl, name: string) => {\n
if (control.enabled || this.disabled) {\n
acc[name] =
control.value;\n
}\n
return acc;\n
});\n }\n\n /** @internal */\n _reduceChildren(initValue: any, fn:
Function) {\n let res = initValue;\n this._forEachChild(\n
(control: AbstractControl, name: string) => { res =
fn(res, control, name); });\n return res;\n }\n\n /** @internal */\n _allControlsDisabled(): boolean {\n for
(const controlName of Object.keys(this.controls)) {\n
if (this.controls[controlName].enabled) {\n
return
false;\n
}\n }\n return Object.keys(this.controls).length > 0 || this.disabled;\n }\n\n /** @internal */\n
_checkAllValuesPresent(value: any): void {\n this._forEachChild((control: AbstractControl, name: string) => {\n
if (value[name] === undefined) {\n
throw new Error(`Must supply a value for form control with name:

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'${name}'.`);
      }
    });
  }
}

/**
 * Tracks the value and validity state of an array of `FormControl`, `FormGroup` or `FormArray` instances.
 * A `FormArray` aggregates the values of each child `FormControl` into an array. It calculates its status by reducing the status values of its children. For example, if one of the controls in a `FormArray` is invalid, the entire array becomes invalid. 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. The array default to `blur`, unless the child has explicitly specified a different `updateOn` value. Adding or removing controls from a form array changes its status. For example, if one of the controls in a `FormArray` is invalid, the entire array becomes invalid.

A `FormArray` is one of the three fundamental building blocks used to define forms in Angular, along with `FormControl` and `FormGroup`.

### Create a new `FormArray` instance

```
const arr = new FormArray([new FormControl('Nancy'), new FormControl('Drew')]);
```
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.

#### Set the values for the controls in the form array

```typescript
* const arr = new FormArray([new FormControl(), new FormControl()]);

// [name, null]
arr.setValue(['Nancy', 'Drew']);
```

* @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.

* `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 updated.

* When false, no events are emitted.

* The configuration options are passed to the `{ @link AbstractControl#updateValueAndValidity updateValueAndValidity } method.

```typescript
arr.setValue(value: any[], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  void {arr = new FormArray([new FormControl(), new FormControl()]);

  // [name, null]
  arr.setValue(['Nancy', 'Drew']);
```

* @link AbstractControl#updateValueAndValidity, AbstractControl#updateValueAndValidity

* * *
### Aggregate Value of the Array

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
getRawValue(): any[] {
  return this.controls.map(control: AbstractControl) => {
    return control
  };
}
```

### Remove All Controls in the FormArray

Remove all elements from a FormArray. For enabled controls only, the `value` property is the best way to get the value of the array.

```typescript
clear(): void {
  if (this.controls.length < 1) return;
  this.controls.splice(0);
  this.updateValueAndValidity();
}
```

### Sync Pending Controls

Sync pending controls from the FormArray.

```typescript
_syncPendingControls(): boolean {
  let subtreeUpdated = this.controls.reduce((updated: boolean, child: AbstractControl) => {
    return child._syncPendingControls() ? true : updated;
  }, false);
  if (subtreeUpdated)
    this.updateValueAndValidity({onlySelf: true});
  return subtreeUpdated;
}
```

### Check All Values Present

Check all values present in the FormArray.

```typescript
_anyControls(condition: Function): boolean {
  return this.controls.some((control: AbstractControl) => condition(control));
}
```

### setUpControls

Set up controls for the FormArray.

```typescript
_setUpControls(): void {
  this._forEachChild((control: AbstractControl) => this._registerControl(control));
}
```

### Check All Controls Disabled

Check all controls disabled in the FormArray.

```typescript
_allControlsDisabled(): boolean {
  for (const control of this.controls) {
    if (control.enabled) return false;
  }
  return this.controls.length > 0 || this.disabled;
}
```

### Register Control

Register control with the FormArray.

```typescript
注册控制
```

### FormControl

Control class for individual form controls.

```typescript
FormControl
```

### FormArray

Array class for grouping controls.

```typescript
FormArray
```

### FormGroup

Group class for grouping controls.

```typescript
FormGroup
```
user has triggered a form submission. The 'ngSubmit' event emits the original form submission event. In template driven forms, all `<form>` tags are automatically tagged as 'NgForm'. To import the 'FormsModule' but skip its usage in some forms, for example, to use native HTML5 validation, add the 'ngNoForm' and the `<form>` tags won't create an 'NgForm' directive. In reactive forms, using 'ngNoForm' is unnecessary because the `<form>` tags are inert. In that case, you would refrain from using the 'formGroup' directive.

`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.

Angular automatically adds the `novalidate` attribute on any `<form>` whenever a `FormModule` or `ReactiveFormsModule` are imported into the application. If you want to explicitly enable native DOM validation UI with Angular forms, you can add a `*ngNativeValidate` attribute to the `<form>` element:

### Listening for form submission

The following example shows how to capture the form values from the 'ngSubmit' event:

```html
<form [ngSubmit]="formSubmit(values)"></form>
```
removeDir<NgModel>(this._directives, dir);\n}))\n  **)\n * @description
 * Adds a new
 * `NgModelGroup` directive instance to the form.\n * @param dir The `NgModelGroup` directive instance.\n */\n  addFormGroup(dir: NgModelGroup): void {\n    resolvedPromise.then(() => {\n      const container = this._findContainer(dir.path);\n      const group = new FormGroup({});\n      setUpFormContainer(group, dir);\n      container.registerControl(dir.name, group);\n      group.updateValueAndValidity({emitEvent: false});\n    });\n  })\n  **)\n * @description
 * Removes the `NgModelGroup` directive instance from the form.\n * @param dir The `NgModelGroup` directive instance.\n */\n  removeFormGroup(dir: NgModelGroup): void {\n    resolvedPromise.then(() => {\n      const container = this._findContainer(dir.path);\n      if (container) {\n        container.removeControl(dir.name);\n        if (container) {\n          container.unregisterControl(dir.name);\n        }\n      }\n    });\n  }

  /**\n   * @description
   * Retrieves the `FormGroup` for a provided `NgModelGroup` directive instance.\n   * @param dir The `NgModelGroup` directive instance.\n   */
  getFormGroup(dir: NgModelGroup): FormGroup { return <FormGroup>this.form.get(dir.path); }

  /**\n   * @description
   * Sets the new value for the provided `NgControl` directive.\n   * @param dir The `NgControl` directive instance.\n   * @param value The new value for the directive's control.\n   */
  updateModel(dir: NgControl, value: any): void {\n    resolvedPromise.then(() => {\n      const ctrl = <FormControl>this.form.get(dir.path !);\n      ctrl.setValue(value);\n    });\n  }

  /**\n   * @description
   * Method called when the "submit" event is triggered on the form.\n   * Triggers the `ngSubmit` emitter to emit the "submit" event as its payload.\n   * @param $event The "submit" event object\n   */
  onSubmit($event: Event): boolean {\n    (this as {submitted: boolean}).submitted = true;\n    syncPendingControls(this.form, this._directives);\n    this.ngSubmit.emit($event);\n    return false;
  }

  /**\n   * @description
   * Method called when the "reset" event is triggered on the form.\n   */
  onReset(): void {\n    this.resetForm();\n  }

  /**\n   * @description
   * Resets the form to an initial value and resets its submitted status.\n   * @param value The new value for the form.\n   */
  resetForm(value: any = undefined): void {\n    this.form.reset(value);\n    (this as {submitted: boolean}).submitted = false;\n  }

  private _setUpdateStrategy() {\n    if (this.options && this.options.updateOn != null) {\n      this.form._updateOn = this.options.updateOn;
    }
  }

  /** @internal */
  _findContainer(path: string[]): FormGroup { return path.length ?<FormGroup>this.form.get(path) : this.form; }

export class AbstractFormGroupDirective extends ControlContainer implements OnInit, OnDestroy {
  /**\n   * @description
   * The parent control for the group\n   * @internal\n   */
  // TODO(issue/24571): remove '!'.\n  _parent !: ControlContainer;

  /**\n   * @description
   * An array of synchronous validators for the group\n   * @internal\n   */
  // TODO(issue/24571): remove '!'.\n  _validators !: any[];

  /**\n   * @description
   * An array of async validators for the group\n   * @internal\n   */
  // TODO(issue/24571): remove '!'.\n  _asyncValidators !: any[];

  /**\n   * @description
   * An internal callback method triggered on the instance after the inputs are set.\n   * Registers the group with its parent group.\n   */
  ngOnInit(): void {\n    this._checkParentType();\n    this.formDirective !.addFormGroup(this);\n  }

  /**\n   * @description
   * An internal callback method triggered before the instance is destroyed.\n   * Removes the group from its parent group.\n   */
  ngOnDestroy(): void {\n    if (this.formDirective) {\n      this.formDirective.removeFormGroup(this);\n    }
  }

  /**\n   * @description
   * The FormGroup bound to this directive.\n   */
  get formGroup(): FormGroup {\n    return this.formDirective !.getFormGroup(this);\n  }

  private _checkParentType(): void {\n    if (this._parent != null) {\n      if (this._parent instanceof AbstractFormGroupDirective) {\n        return;
      }\n    }\n    if (this._parent instanceof Form) {\n      if (this._parent instanceof ControlContainer) {\n        if (this._parent instanceof FormInterface) {\n          this._parent.registerAsyncValidators(this._asyncValidators !);\n          this._parent.registerValidators(this._validators !);\n          this._parent.ngOnInit();\n        }\n      }\n    }\n  }
}

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.\n * @publicApi
 */
export class AbstractFormGroupNameDirective extends AbstractFormGroupDirective {
  /**\n   * @description
   * The name of the group\n   */
  name: string = null;
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
this._validators = validators;\n this._asyncValidators = asyncValidators;\n }\n\n /** @internal */\n
_checkParentType(): void {\n if (!(this._parent instanceof NgModelGroup) && !(this._parent instanceof

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```
import {TemplateDrivenErrors, modelGroupParentException} from '../shared';

/**
 * @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 {NgControl, 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
 * detection run.

 * Notes:
 * - this is just one extra run no matter how many `ngModel` have been changed.
 * - this is a general problem when using `exportAs` for directives!
 * - see https://github.com/angular/angular/issues/11741
 * - see https://github.com/angular/angular/issues/11740

 * See https://github.com/angular/angular/issues/11740 for details.

 * Use the `@Input` decorator on `ControlValueAccessor` to make it an `@Input`.
 * Use the `@Input` decorator on `FormControl` to make it an `@Input`.
 * Use the `@Output` decorator on `ControlValueAccessor` to make it an `@Output`.
 * Use the `@Output` decorator on `FormControl` to make it an `@Output`.

 * Use the `@Input` decorator on `ControlValueAccessor` to make it an `@Input`.
 * Use the `@Input` decorator on `FormControl` to make it an `@Input`.
 * Use the `@Output` decorator on `ControlValueAccessor` to make it an `@Output`.
 * Use the `@Output` decorator on `FormControl` to make it an `@Output`.

 * Use the `@Input` decorator on `ControlValueAccessor` to make it an `@Input`.
 * Use the `@Input` decorator on `FormControl` to make it an `@Input`.
 * Use the `@Output` decorator on `ControlValueAccessor` to make it an `@Output`.
 * Use the `@Output` decorator on `FormControl` to make it an `@Output`.

 * Use the `@Input` decorator on `ControlValueAccessor` to make it an `@Input`.
 * Use the `@Input` decorator on `FormControl` to make it an `@Input`.
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 * Use the `@Output` decorator on `FormControl` to make it an `@Output`.

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 * Use the `@Input` decorator on `ControlValueAccessor` to make it an `@Input`.
 * Use the `@Input` decorator on `FormControl` to make it an `@Input`.
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 * Use the `@Output` decorator on `ControlValueAccessor` to make it an `@Output`.
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 * Use the `@Input` decorator on `FormControl` to make it an `@Input`.
 * Use the `@Output` decorator on `ControlValueAccessor` to make it an `@Output`.
 * Use the `@Output` decorator on `FormControl` to make it an `@Output`.
### 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 this example, `@Input` is used to indicate that the value of the `ngModel` attribute is a read-only property.

```html
<my-person-control [{name: 'user'}]>
```

### Setting the ngModel name attribute through options

The `name` attribute can be set on the `ngModel` attribute to specify the name of the control.

```html
<my-person-control name="Nancy" ngModel [ngModelOptions]="{name: 'user'}">
```

### Setting the ngModel name attribute through options

The `name` attribute can be set on the `ngModel` attribute to specify the name of the control.

```html
<my-person-control name="Nancy" ngModel [ngModelOptions]="{name: 'user'}">
```

### Setting the ngModel name attribute through options

The `name` attribute can be set on the `ngModel` attribute to specify the name of the control.

```html
<my-person-control name="Nancy" ngModel [ngModelOptions]="{name: 'user'}">
```

### Setting the ngModel name attribute through options

The `name` attribute can be set on the `ngModel` attribute to specify the name of the control.

```html
<my-person-control name="Nancy" ngModel [ngModelOptions]="{name: 'user'}">
```

### Setting the ngModel name attribute through options

The `name` attribute can be set on the `ngModel` attribute to specify the name of the control.

```html
<my-person-control name="Nancy" ngModel [ngModelOptions]="{name: 'user'}">
```

### Setting the ngModel name attribute through options

The `name` attribute can be set on the `ngModel` attribute to specify the name of the control.

```html
<my-person-control name="Nancy" ngModel [ngModelOptions]="{name: 'user'}">
```

### Setting the ngModel name attribute through options

The `name` attribute can be set on the `ngModel` attribute to specify the name of the control.

```html
<my-person-control name="Nancy" ngModel [ngModelOptions]="{name: 'user'}">
```

### Setting the ngModel name attribute through options

The `name` attribute can be set on the `ngModel` attribute to specify the name of the control.

```html
<my-person-control name="Nancy" ngModel [ngModelOptions]="{name: 'user'}">
```
**directive.**

```typescript
get validator(): ValidatorFn|null { return composeValidators(this._rawValidators);
}/**
 @description * Async validator function composed of all the async validators registered with this
validator.
AsyncValidatorFn|null { in return composeAsyncValidators(this._rawAsyncValidators); */
/**
 @description * Sets the new value for the view model and emits an
"ngModelChange" event.
 */
get validator(): ValidatorFn|null { return composeValidators(this._rawValidators);
/**
 * @description * Async validator function composed of all the async
validators registered with this
validator.
AsyncValidatorFn|null { in return composeAsyncValidators(this._rawAsyncValidators);
}/**
 * @param param New value The new value emitted by
'ngModelChange'.
 */
viewToModelUpdate(newValue: any): void { if (this.options & & this.options.updateOn != null) {
this.control._updateOn = this.options.updateOn;
private _setUpControl(): void {
    this._setUpdateStrategy();
    this._isStandalone() ? this._setUpStandalone() :
        this.formDirective.addControl(this);
    this._registered = true;
    private _setUpdateStrategy(): void {
        if (this.options & & this.options.updateOn != null) {
            this.control._updateOn = this.options.updateOn;
        }
    }
    private _isStandalone(): boolean {
        return !this._parent || (!this.options & & this.options.standalone);
    }
    private _setUpStandalone(): void {
        setUpControl(this.control, this);
        this.control.updateValueAndValidity({emitEvent: false});
    }
    private _checkForErrors(): void {
        if (!this._isStandalone()) {
            this._checkParentType();
        }
        this._checkName();
    }
    private _checkParentType(): void {
        if (!(this._parent instanceof NgModelGroup) & &
            this._parent instanceof AbstractFormGroupDirective) {
            TemplateDrivenErrors.formGroupNameException();
        } else if (this._parent instanceof NgModelGroup) & &
            !this._parent instanceof NgForm) {
            TemplateDrivenErrors.modelParentException();
        }
    }
    private _checkName(): void {
        if (this.options & & this.options.name) this.name = this.options.name;
        if (!this._isStandalone() & & !this.name) {
            TemplateDrivenErrors.missingNameException();
        }
    }
    private _updateValue(value: any): void {
        resolvedPromise.then(
            () => { this.control.setValue(value, {emitViewToModelChange: false}); });
    }
    private _updateDisabled(changes: SimpleChanges) {
        const disabledValue =
            changes['isDisabled'].currentValue;
        const isDisabled =
            disabledValue === '' ||
            (disabledValue && disabledValue !== 'false');
        resolvedPromise.then(() => {
            if (isDisabled & & !this.control.disabled) {
                this.control.disable();
            } else if (!isDisabled & &
                this.control.disabled) {
                this.control.enable();
            }
        });
    }
}
```

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

```typescript
import {Directive} from '@angular/core';

/**
 * @description *
 * Adds `novalidate` attribute to all forms by default.
 *
 * If you want to use native validation with
 * Angular forms, just add `ngNativeValidate` attribute:
 *
 * ```
 * <form ngNativeValidate></form>
 * ```
 *
 * @publicApi
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 */
@Directive({
    selector: 'form:not([ngNoForm]):not([ngNativeValidate])',
    host: {'novalidate': ''},
})
export class ɵNgNoValidate {
}
```

export {ɵNgNoValidate as NgNoValidate};

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

```typescript
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
```
Open Source Used in MSX SD-Branch Service Pack 4.0.0  1904

```typescript
import { InjectionToken, forwardRef } from '@angular/core';
import { AbstractControl,acreStates } from '@angular/forms';
import { Injectable } from '@angular/core';
import { FormGroup, FormArray, FormControl, Validators, AsyncValidatorFn } from '@angular/forms';
import { Component } from '@angular/core';

@Injectable()
export class FormControlDirective extends NgControl implements OnChanges {
  /**
   * @description
   * Internal reference to the view model value.
   */
  viewModel: any;

  /**
   * @description
   * Tracks the `FormControl` instance bound to the directive.
   */
  // TODO(issue/24571): remove '!'.
  @Input('formControl') form!: FormControl;

  /**
   * @description
   * Triggers a warning that this input should not be used with reactive forms.
   */
  @Input('disabled')
  set isDisabled(isDisabled: boolean) {
    ReactiveErrors.disabledAttrWarning();
  }

  // TODO(kara): remove next 4 properties once deprecation period is over

  /** @deprecated as of v6 */
  @Input('ngModel') model: any;

  /** @deprecated as of v6 */
  @Output('ngModelChange') update = new EventEmitter();

  /**
   * @description
   * Static property used to track whether any ngModel warnings have been sent across all instances of FormControlDirective. Used to support warning config of 'never'.
   */
  static _ngModelWarningSentOnce = false;

  /**
   * @description
   * Instance property used to track whether an ngModel warning has been sent out for this instance of the 'FormControl' instance bound to the directive. Used to support warning config of 'always'.
   */
  _ngModelWarningSent = false;

  constructor(@Optional() @Self() @Inject(NG_VALIDATORS) private _ngModelWarningConfig: string|null) {
    super();
    this._rawValidators = validators || [];
    this._rawAsyncValidators = asyncValidators || [];
  }
}
```

---

### Registering a single form control

The following examples show how to register a standalone control and set its value.

```html
<input [formControl]="control" [(ngModel)]="value">
```

```ts
this.value = 'some value';
```
asyncValidators || {};
this.valueAccessor = selectValueAccessor(this, valueAccessors);

/**
 * @description
 * A lifecycle method called when the directive's inputs change. For
 * internal use only. * @param changes A object of key/value pairs for the set of
 * changed inputs. */
ngOnChanges(changes: SimpleChanges): void {
if (this._isControlChanged(changes)) {
setUpControl(this.form, this);
if (this.control.disabled && this.valueAccessor!.setDisabledState) {
this.valueAccessor!.setDisabledState(true);
}
this.form.updateValueAndValidity({emitEvent: false});
}

if (isPropertyUpdated(changes, this.viewModel)) {
/ngModelWarning(formControl',
FormControlDirective, this, !ngModelWarningConfig);
this.form.setValue(this.model);
this.viewModel = this.model;
}

/**
 * @description
 * Returns an array that represents the path from the top-level form to this control.
 * Each index is the string name of the control on that level.
 * @return {string[]}
 */
get path(): string[] { return [];
}

/**
 * @description
 * Synchronous validator function composed of all the synchronous validators
 * registered with this directive.
 * @return {ValidatorFn|null}
 */
get validator(): ValidatorFn|null { return composeValidators(this._rawValidators);
}

/**
 * @description
 * Async validator function composed of all the async validators registered with this
 * directive.
 * @return {AsyncValidatorFn|null}
 */
get asyncValidator(): AsyncValidatorFn|null {
return composeAsyncValidators(this._rawAsyncValidators);
}

/**
 * @description
 * The `FormControl` bound to this directive.
 * @return {FormControl}
 */
get control(): FormControl { return this.form;
}

/**
 * @description
 * Sets the new value for the view model and emits an
 * `ngModelChange` event.
 * @param newValue The new value for the view model.
 */
viewToModelUpdate(newValue: any): void {
this.viewModel = newValue;
this.update.emit(newValue);
}

private _isControlChanged(changes: {[key: string]: any}): boolean {
return changes.hasOwnProperty('form');
}

/**
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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';

export const formDirectiveProvider: any = {
provide: ControlContainer,
useExisting: forwardRef(() => FormGroupDirective)
};

/**
 * Binds an existing `FormGroup` to a DOM element.
 * This directive accepts an existing `FormGroup` instance. It will then use this
 * 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.
 */
@Directive({
selector: '[formGroup]',
providers: [formDirectiveProvider],
host: {'(submit)': 'onSubmit($event)', '(reset)': 'onReset()'},
exportAs: 'ngForm'
})
export class FormGroupDirective extends ControlContainer implements Form,
OnChanges {
/**
 * Reports whether the form submission has been triggered.
 * @return {boolean}
 */
public readonly submitted: boolean = false;
}

private _oldForm !: FormGroup;

/**
 * Tracks the list of added `FormControlName` instances
 */
directives: FormControlName[] = [];

/**
 * The `FormGroup` bound to this directive.
 * @return {FormGroup}
 */
get control(): FormGroup { return this.form;
}
```typescript
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();
  }
}
```
name in the parent

`FormGroup` instance you passed into `FormGroupDirective`.

@see [Reactive Forms Guide](guide/reactive-forms)

@see [AbstractControl]

@usageNotes

--- Example

### Example

```typescript
@example forms/ts/nestedFormArray/nested_form_array_example.ts

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

interface FormGroup {
  name: string | number | null;
}

function _hasInvalidParent(parent: ControlContainer): boolean {
  return !(parent instanceof FormGroupName) && !(parent instanceof FormGroupDirective) &&
  !(parent instanceof FormArrayName);
}
```

---

The `FormArrayName` component is a part of the Reactive Forms package, which is used to define form arrays in Angular, a popular web framework developed by Google. This component allows developers to bind a `FormArray` to a specific name in a parent form group or form array. This is useful for iterating over form arrays in a `FormArray` while maintaining a consistent naming convention.

The `FormArrayName` component provides several properties and methods that allow for the manipulation of form arrays. It includes methods for tracking the name of the `FormArray` bound to the directive, controlling the lifecycle of the component during initialization and destruction, and handling the validation of form controls.

The component also includes checks to ensure that the parent form group or form array is valid before proceeding with any form manipulation. This helps prevent errors and inconsistencies in the user interface.

In summary, the `FormArrayName` component is a powerful tool for managing form arrays in Angular applications, providing a clean and consistent way to interact with form arrays and ensure their proper integration into the form structure.
Guide](guide/reactive-forms)

### Register `FormControl` within a group

The following example shows how to register multiple form controls within a form group and set their value.

```typescript
this.form.get('first').setValue('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 the reactive forms module as follows:

```typescript
import {ReactiveFormsModule} from '@angular/forms';
import {NgModule} from '@angular.module';

@NgModule({
  imports: [
    ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})
  ],
  exports: [
    ReactiveFormsModule
  ]
})
export class AppModule {
  static ngModuleFactory: any;
}
```

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.

```typescript
this.form.get('first').setValue('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 the reactive forms module as follows:

```typescript
import {ReactiveFormsModule} from '@angular/forms';
import {NgModule} from '@angular.module';

@NgModule({
  imports: [
    ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})
  ],
  exports: [
    ReactiveFormsModule
  ]
})
export class AppModule {
  static ngModuleFactory: any;
}
```

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.

```typescript
this.form.get('first').setValue('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 the reactive forms module as follows:

```typescript
import {ReactiveFormsModule} from '@angular/forms';
import {NgModule} from '@angular.module';

@NgModule({
  imports: [
    ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})
  ],
  exports: [
    ReactiveFormsModule
  ]
})
export class AppModule {
  static ngModuleFactory: any;
}
```
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() @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);
  }

  /**
   * @description
   * A lifecycle method called when the directive's inputs change.
   * For internal use only.
   *
   * @param changes A object of key/value pairs for the set of changed inputs.
   */
  ngOnChanges(changes: SimpleChanges) {
    if (!this._added) this._setUpControl();
    if (isPropertyUpdated(changes, this.viewModel)) {
      _ngModelWarning('formControlName', FormControlName, this, this._ngModelWarningConfig);
      this.viewModel = this.model;
      this.formDirective.updateModel(this, this.model);
    }
  }

  /**
   * @description
   * Lifecycle method called before the directive's instance is destroyed.
   * For internal use only.
   *
   * @param newValue The new value for the view model.
   */
  viewToModelUpdate(newValue: any): void {
    this.viewModel = newValue;
    this.update.emit(newValue);
  }

  /**
   * @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
   * The top-level directive for this group if present, otherwise null.
   */
  get formDirective(): any {
    return this._parent ? this._parent.formDirective : null;
  }

  /**
   * @description
   * Synchronous validator function composed of all the synchronous validators registered with this directive.
   */
  get validator(): ValidatorFn | null {
    return composeValidators(this._rawValidators);
  }

  /**
   * @description
   * Async validator function composed of all the async validators registered with this directive.
   */
  get asyncValidator(): AsyncValidatorFn {
    return composeAsyncValidators(this._rawAsyncValidators) !;
  }

  private _checkParentType(): void {
    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;
  }
Registers a callback function to call when the validator inputs change.

```typescript
@Input() get required(): boolean|string { return this._required; }

set required(value: boolean|string) {
  this._required = value != null && value !== false && `${value}` !== 'false';
  if (this._onChange) this._onChange();
}

/**
 * @description
 * Method that validates whether the control is empty.
 * Returns the validation result if enabled, otherwise null.
 */
@Directive({selector: ':not([type=checkbox])[required][formControlName],:not([type=checkbox])[required][formControl],:not([type=checkbox])[required][ngModel]', providers: [requiredValidator]})
export class CheckboxRequiredValidator extends RequiredValidator {
  /**
   * @description
   * Method that validates whether or not the checkbox has been checked.
   * Returns the validation result if enabled, otherwise null.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this.required ? Validators.requiredTrue(control) : null;
  }
}

/**
 * @description
 * Provider which adds
 */
export const requiredValidator: StaticProvider = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => requiredValidator),
  multi: true,
  providers: [requiredValidator]
};
```
`EmailValidator` to the `NG_VALIDATORS` multi-provider list.

```typescript
export const EMAIL_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => EmailValidator),
  multi: true
};
```

```
/**
 * A directive that adds the `email` validator to controls marked with the `<email>` attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.

```typescript
@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.
   */
  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 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.

```typescript
@Directive({
  selector: '[minlength][formControlName], [minlength][formControl], [minlength][ngModel]',
  providers: [MIN_LENGTH_VALIDATOR]
})
export class MinLengthValidator implements Validator, OnChanges {
  // TODO(issue/24571): remove '!'.
  private _validator!: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange!: () => void;

  /**
   * @description
   * Tracks changes to the the minimum length bound to this directive.
   */
  @Input() set minlength(value: string | number) {
    this._validator = Validators.minLength(
      typeof this.minlength === 'number' ? this.minlength : parseInt(this.minlength, 10));
    this._onChange = null;
  }

  /**
   * @description
   * A lifecycle method called when the directive's inputs change. For internal use only.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if (this.minlength in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * @description
   * 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;
  }
}
```
import { parseInt } from 'lodash';

/**
 * @description
 * Provider which adds `MaxLengthValidator` to the `NG_VALIDATORS` multi-provider list.
 */
export const MAX_LENGTH_VALIDATOR = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => MaxLengthValidator),
  multi: true,
  validators: [MaxLengthValidator],
  multi
};

/**
 * @description
 * A directive that adds max length validation to controls marked with the `maxlength` attribute.
 * The directive is provided with the `NG_VALIDATORS` multi-provider list.
 * ```html
 * <input name="firstName" ngModel maxlength="25">  
 * ```
 */
export class MaxLengthValidator implements Validator,
    OnChanges {
  // TODO(issue/24571): remove '!'.
  private _validator !: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange !: () => void;

  /**
   * @description
   * Tracks changes to the max length bound to this directive.
   */
  // TODO(issue/24571): remove '!'.
  @Input() maxlength !: string | number;

  /**
   * @description
   * A lifecycle method called when the directive's inputs change.
   * For internal use only.
   *
   * @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 null * The maximum length requirement.
   * validate(control: AbstractControl): ValidationErrors|null {
   * return this.maxlength != null ? this._validator(control) : null;
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this._validator(control) || null;
  }

  /**
   * @description
   * Registers a callback function to call when the validator inputs change.
   * The callback function will be called when the value changes.
   */
  registerOnValidatorChange(fn: () => void): void { this._onChange = fn; }

  private _createValidator(): void { this._validator = Validators.maxLength(
      typeof this.maxlength === 'number' ? this.maxlength : parseInt(this.maxlength, 10));
    }
}

/**
 * @description
 * Provider which adds `PatternValidator` to the `NG_VALIDATORS` multi-provider list.
 */
export const PATTERN_VALIDATOR = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => PatternValidator),
  multi: true,
  validators: [PatternValidator],
  multi
};

/**
 * @description
 * A directive that adds regex pattern validation to controls marked with the `pattern` attribute.
 * The directive is provided with the `NG_VALIDATORS` multi-provider list.
 * ```html
 * <input name="firstName" ngModel pattern="[a-zA-Z ]*">  
 * ```
 */
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 requirement.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this._validator(control) || null;
  }

  /**
   * @description
   * Registers a callback function to call when the validator inputs change.
   * The callback function will be called when the value changes.
   */
  registerOnValidatorChange(fn: () => void): void { this._onChange = fn; }

  private _createValidator(): void { this._validator = Validators.pattern(this.pattern); }
}
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 {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 {NumberValueAccessor} from './directives/number_value_accessor';
export {RadioControlValueAccessor} from './directives/radio_control_value_accessor';
export {RangeValueAccessor} from './directives/range_value_accessor';
export {FormControlDirective, NG_MODEL_WITH_FORM_CONTROL_WARNING} from './directives/reactive_directives/form_control_directive';
export {FormControlName} from './directives/reactive_directives/form_control_name';
export {FormGroupDirective} from './directives/reactive_directives/form_group_directive';
export {FormArrayName, FormGroupName} from './directives/reactive_directives/form_group_name';
export {NgSelectOption, SelectControlValueAccessor} from './directives/select_control_value_accessor';
export {NgSelectMultipleOption, SelectMultipleControlValueAccessor} from './directives/select_multiple_control_value_accessor';

export const SHARED_FORM_DIRECTIVES: Type<any>[] = [
  NgNoValidate,
  NgSelectOption,
  DefaultValueAccessor,
  NumberValueAccessor,
  RangeValueAccessor,
  CheckboxControlValueAccessor,
  SelectControlValueAccessor,
  SelectMultipleControlValueAccessor,
  RadioControlValueAccessor,
  NgControlStatus,
  NgControlStatusGroup,
  RequiredValidator,
  MinLengthValidator,
  MaxLengthValidator,
  PatternValidator,
  CheckboxRequiredValidator,
  EmailValidator,
];

export const TEMPLATE_DRIVEN_DIRECTIVES: Type<any>[] = [NgModel,
  NgModelGroup,
];
export const REACTIVE_DRIVEN_DIRECTIVES: Type<any>[] = [
  FormControlDirective,
  FormGroupDirective,
  FormControlName,
  FormGroupName,
  FormArrayName,
];

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

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

import {AsyncValidatorFn, ValidatorFn} from './directives/validators';
import {AbstractControl, AbstractControlOptions, FormArray, FormControl, FormGroup, FormHooks} from './model';

function isAbstractControlOptions(options:
AbstractControlOptions | [(key: string): any])
  options is AbstractControlOptions

  return
  (<AbstractControlOptions>options).asyncValidators !== undefined
  || (<AbstractControlOptions>options).validators !== undefined
  || (<AbstractControlOptions>options).updateOn !== undefined
  || (<AbstractControlOptions>options).description !== undefined

  * Create an `AbstractControl` from a user-specified configuration.

  The `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`, `FormArray`, or `FormGroup`. It reduces the amount of boilerplate needed to build complex forms.

  The `FormBuilder` allows the user to specify options for creating a `FormGroup`, `FormArray`, or `FormControl`:

  - `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`)
  - 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

  The event upon which the control should be updated is set in the `FormBuilder` constructor.

  The `FormBuilder` constructor takes the following parameters:

  - `controlsConfig`:
    - An array of child controls or control configs. Each child control is given an index when it is registered.
    - A collection of child controls. The key for each child is the name under which it is registered.

  - `options`:
    - An `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`)
    - 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

  The constructor initializes the control with both a value and a disabled status, if `options` are available.

  ** Initialize a control as disabled

  The following example returns a control with an initial value in a disabled state.

  ```
  FormControl(controlInitialState, controlUpdateOn, validators, validatorOrOpts)
  ```

  * @description
  * Constructs a new `FormControl` with the given initial state, validators, and options.

  * @param formState The initial state of the control.
  * @param validators A synchronous validator function, or an array of validator functions.
  * @param validatorOrOpts A synchronous validator function, or an array of validator functions.
  * @param asyncValidator An array of async validators.
  * @param asyncValidator A single async validator or array of async validators.

  The `FormBuilder` constructor is used to create a form control with an initial value in a disabled state.
`./src/directives/reactive_directives/form_group_name';
export {SELECT_VALUE_ACCESSOR as ɵangular_packages_forms_forms_v} from './src/directives/select_control_value_accessor';
export {NgSelectMultipleOption as ɵangular_packages_forms_forms_x, SELECT_MULTIPLE_VALUE_ACCESSOR as ɵangular_packages_forms_forms_w} from './src/directives/select_multiple_control_value_accessor';
export {CHECKBOX_REQUIRED_VALIDATOR as ɵangular_packages_forms_forms_z} from './src/directives/validators';
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Anguler

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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---

The code snippet includes usage of the `__extends` function, which is used to extend the prototype of a class. It also demonstrates the use of the `__guard` function to handle exceptions. The code uses `__extends` to extend the prototype of a base class, and `__guard` to ensure that the operation is performed safely, catching any exceptions that might occur.

---

The code snippet is part of a larger context that includes the Apache License 2.0 notice, indicating that the code is distributed under the terms of that license. The presence of the guard function and the `__extends` function suggests that the code is likely related to object-oriented programming, possibly in a JavaScript environment, given the syntax and conventions used.
```ts
writeValue(value: any): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', value);
}
```

Write a value to the element

The following example writes a value to the native DOM element.

```typescript
value: raw }); } else { cooked.raw = raw; }
```

```typescript
writeValue(value: any): void {
  this._renderer.setElementProperty(this._elementRef.nativeElement, 'value', value);
}
```

Write a value to the element

The following example writes a value to the native DOM element.

```typescript
@description
* Registers a callback function that is called when the control's value changes in the UI.
```
When implementing the `registerOnChange` method in your own value accessor, save the given function so your class calls it at the appropriate time. Store the change function. The following example stores the provided function as an internal method.

```ts
registerOnChange(fn: (value: any, anything?: any) => void): void {
  this.onChange = fn;
}
```

When the values changes in the UI, call the registered function to allow the forms API to update itself. Store the callback function.

```ts
registerOnTouched(fn: any): void {
  this.onTouched = fn;
}
```

Store the callback function. The following example stores the provided function as an internal method.

```ts
registerOnTouched(fn: any): void {
  this.onTouched = fn;
}
```

When the control status changes to `false` or from `DISABLED`. Depending on the status, it enables or disables the element. Store the callback function. The following example stores the provided function as an internal method.

```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. Store the callback function. The following example stores the provided function as an internal method.

```ts
registerOnTouched(fn: any): void {
  this.onTouched = fn;
}
```

When implementing `registerOnTouched` in your own value accessor, save the given function so your class calls it when the control value changes on the input element. Store the callback function. The following example stores the provided function as an internal method.

```ts
registerOnTouched(fn: any): void {
  this.onTouched = fn;
}
```

In this example, the forms API will update itself when the control value changes. See `DefaultValueAccessor` for how to implement one.

```ts
@NG_VALUE_ACCESSOR
```

The following example shows how to use a checkbox with a reactive form.

```ts
setDisabledState(isDisabled: boolean): void {
  this.disabled = isDisabled;
}
```
void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }
}

/**
 * The default `ControlValueAccessor` for writing a value and listening to changes on input
 * elements. The accessor is used by the `FormControlDirective`, `FormControlName`, and `NgModel`
 * directives.
 *
 * @param value The checked value
 * @param fn The callback function called when the control value changes.
 * @param fn The callback function called when the control is touched.
 * @param fn The callback function called when the control is touched.
 */
@Directive({
  selector:
      'input:not([type=checkbox])[formControl],textarea[formControl],input:not([type=checkbox])[formControl],textarea[formControl],input:not([type=checkbox])[ngModel],textarea[ngModel],[ngDefaultControl]',
  host: {
    '(input)':'this._handleInput($event.target.value)',
    '(blur)':'onTouched()',
    '(compositionstart)':'this._compositionStart()',
    '(compositionend)':'this._compositionEnd($event.target.value)'
  },
  providers: [DEFAULT_VALUE_ACCESSOR]
})
export class DefaultValueAccessor implements ControlValueAccessor {
  /**
   * @description
   * The registered callback function called when an input event occurs on the input element.
   * @param fn The callback function called when the control value changes.
   */
  writeValue(value: any): void {
    const normalizedValue = value == null ? '' : value;
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);
  }

  /**
   * @description
   * Registers a function called when the control value changes.
   */
  registerOnChange(fn: (_: any) => void): void {
    this.onChange = fn;
  }

  /**
   * @description
   * Registers a function called when the control is touched.
   */
  registerOnTouched(fn: () => void): void {
    this.onTouched = fn;
  }

  /**
   * @description
   * Sets the "disabled" property on the input element.
   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }

  /** @internal */
  _handleInput(value: any): void {
    if (!this._compositionMode || (this._compositionMode && !this._composing)) {
      this.onChange(value);
    }
  }

  /** @internal */
  _compositionStart(): void {
    this._composing = true;
  }

  /** @internal */
  _compositionEnd(value: any): void {
    this._composing = false;
    this._compositionMode && this.onChange(value);
  }
}

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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 '@angular/forms';

export const DEFAULT_VALUE_ACCESSOR: any = {
  provide:
    NG_VALUE_ACCESSOR,
  useExisting: forwardRef(() => DefaultValueAccessor),
  multi: true
};

/**
 * The default `ControlValueAccessor` for writing a value and listening to changes on input
 * elements. The accessor is used by the `FormControlDirective`, `FormControlName`, and `NgModel`
 * directives.
 *
 * @param value The checked value
 * @param fn The callback function called when the control value changes.
 * @param fn The callback function called when the control is touched.
 * @param fn The callback function called when the control is touched.
 */
@Directive({
  selector:
      'input:not([type=checkbox])[formControl],textarea[formControl],input:not([type=checkbox])[formControl],textarea[formControl],input:not([type=checkbox])[ngModel],textarea[ngModel],[ngDefaultControl]',
  host: {
    '(input)':'this._handleInput($event.target.value)',
    '(blur)':'onTouched()',
    '(compositionstart)':'this._compositionStart()',
    '(compositionend)':'this._compositionEnd($event.target.value)'
  },
  providers: [DEFAULT_VALUE_ACCESSOR]
})
export class DefaultValueAccessor implements ControlValueAccessor {
  /**
   * @description
   * The registered callback function called when an input event occurs on the input element.
   * @param fn The callback function called when the control value changes.
   */
  writeValue(value: any): void {
    const normalizedValue = value == null ? '' : value;
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);
  }

  /**
   * @description
   * Registers a function called when the control value changes.
   */
  registerOnChange(fn: (_: any) => void): void {
    this.onChange = fn;
  }

  /**
   * @description
   * Registers a function called when the control is touched.
   */
  registerOnTouched(fn: () => void): void {
    this.onTouched = fn;
  }

  /**
   * @description
   * Sets the "disabled" property on the input element.
   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }

  /** @internal */
  _handleInput(value: any): void {
    if (!this._compositionMode || (this._compositionMode && !this._composing)) {
      this.onChange(value);
    }
  }

  /** @internal */
  _compositionStart(): void {
    this._composing = true;
  }

  /** @internal */
  _compositionEnd(value: any): void {
    this._composing = false;
    this._compositionMode && this.onChange(value);
  }
}
the 'street' control from the root form would be 'address' -> 'street'. It can be provided to this method in one of two formats:

- An array of string control names, e.g. `['address', 'street']`.
- A period-delimited list of control names in one string, e.g. `'address.street'`.

If no path is given, this method checks for the error on the current control. If the control is not present, false is returned.

```javascript
hasError(errorCode: string, path?: string): boolean {
  return this.control ? this.control.hasError(errorCode, path) : false;
}
```

```javascript
getError(errorCode: string, path?: string): any {
  return this.control ? this.control.getError(errorCode, path) : null;
}
```

```typescript
/**
 * @description
 * A base class for directives that contain multiple registered instances of NgControl. Only used by the forms module.
 * @publicApi
 */
export abstract class NgControl extends AbstractControlDirective {
  name: string | number | null;
  valueAccessor: ControlValueAccessor | null = null;
  _rawValidators: Array<Validator | ValidatorFn> = [];
  _rawAsyncValidators: Array<AsyncValidator | AsyncValidatorFn> = [];

  /**
   * @description
   * The uncomposed array of synchronous validators for the control
   * @returns whether the given error is present in the control at the given path.
   */
  get validator(): ValidatorFn | null {
    return <ValidatorFn>unimplemented();
  }

  /**
   * @description
   * The uncomposed array of async validators for the control
   * @returns whether the given error is present in the control at the given path.
   */
  get asyncValidator(): AsyncValidatorFn | null {
    return <AsyncValidatorFn>unimplemented();
  }
}
```
import {ControlContainer} from './control_container';
import {NgControl} from './ng_control';
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 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; }
}

export const 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.
 * `*ng*` * @usageNotes
 * * `*ng*` The following classes are applied as the properties become true:
 * * `ng-valid`
 * * `ng-invalid`
 * * `ng-pending`
 * * `ng-pristine`
 * * `ng-dirty`
 * * `ng-untouched`
 * * `ng-touched`
 * * `ng-module

 * @ngModule
 * @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 control status (valid/invalid/dirty/etc).
 * 
 * @see `NgControlStatus`
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({
  selector: '[formGroupName], [formArrayName], [ngModelGroup], [formGroup], form:not([ngNoForm]), [ngForm],
  host: ngControlStatusHost
})
export class NgControlStatusGroup extends AbstractControlStatus {
  constructor(@Self() cd: ControlContainer) { super(cd); }
}

/**
 * @description
 * An `InjectionToken` for registering additional
 * synchronous validators used with `AbstractControl`s.
 * @see `NG_ASYNC_VALIDATORS`
 * @publicApi
 */
export const NG_VALIDATORS = new InjectionToken<Array<Validator|Function>>('NgValidators');

/**
 * A regular expression that matches
 * valid e-mail addresses.
 * At a high level, this regexp matches e-mail addresses of the format `local-part@tld`,
 * where:
 * * `local-part` consists of one or more of the allowed characters (alphanumeric and some punctuation symbols).
 * * `local-part` cannot begin or end with a period (`.`).
 * * `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 (`.`))
 * * periods (`.`).
 * * A `label` cannot begin or end with a dash (`-`) or a period (`.`).
 * * A `label` cannot be longer

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 */

import {InjectionToken, ɵisObservable as isObservable, ɵisPromise as isPromise} from '@angular/core';
import {Observable, forkJoin, from} from 'rxjs';
import {map} from 'rxjs/operators';
import {AsyncValidatorFn, ValidationErrors, Validator, ValidatorFn} from './directives/validators';
import {AbstractControl, FormControl} from './model';

function isEmptyInputValue(value: any): boolean {
  return value == null || value.length === 0;
}

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 * 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).
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 * where:
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 */

import {InjectionToken, ɵisObservable as isObservable, ɵisPromise as isPromise} from '@angular/core';
import {Observable, forkJoin, from} from 'rxjs';
import {map} from 'rxjs/operators';
import {AsyncValidatorFn, ValidationErrors, Validator, ValidatorFn} from './directives/validators';
import {AbstractControl, FormControl} from './model';

function isEmptyInputValue(value: any): boolean {
  return value == null || value.length === 0;
}
than 63 characters.

`*` - The whole address cannot be longer than 254 characters.

`*` - Disallow `local-part` to begin or end with a period (`.`).

`*` - Disallow total address length to exceed 64 characters.

The whole address cannot be longer than 254 characters.

* - See this commit ([https://github.com/angular/angular.js/blob/c133ef836/src/ng/directive/input.js#L27](https://github.com/angular/angular.js/blob/c133ef836/src/ng/directive/input.js#L27))

for more details.

```
const EMAIL_REGEXP = /^\([^\(\)\[\]{}<>\]!#$%&'()*+,-.]+\)?[\(\)\[\]-]+\]?[@a-zA-Z0-9-]+\)Math[.]$\$/;
```

The validator exists only as a function and not as a directive.

```
export class Validators {
    static min(min: number): ValidatorFn {
        return (control: AbstractControl): ValidationErrors | null => {
            if (isEmptyInputValue(control.value) || isEmptyInputValue(min)) {
                return null;  // don't validate empty values to allow optional controls
            }
            const value = parseFloat(control.value);
            // Controls with NaN values after parsing should be treated as not having
            // 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;
        };
    }

    static max(max: number): ValidatorFn {
        return (control: AbstractControl): ValidationErrors | null => {
            if (isEmptyInputValue(control.value) || isEmptyInputValue(max)) {
                return null;  // don't validate empty values to allow optional controls
            }
            const value = parseFloat(control.value);
            // Controls with NaN values after parsing should be treated as not having
            // 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;
        };
    }

    static required(control: AbstractControl): ValidationErrors | null {
        return isEmptyInputValue(control.value) ? {'required': true} : null;
    }

    static requiredTrue(control: AbstractControl): ValidationErrors | null {
        return control.value === true ? null : {'required': true};
    }

    static static max(max: number): ValidatorFn {
        return (control: AbstractControl): ValidationErrors | null => {
            if (isEmptyInputValue(control.value)) {
                return null;
            }
            const value = parseFloat(control.value);
            // Controls with NaN values after parsing should be treated as not having
            // 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;
        };
    }

    static static min(min: number): ValidatorFn {
        return (control: AbstractControl): ValidationErrors | null => {
            if (isEmptyInputValue(control.value)) {
                return null;
            }
            const value = parseFloat(control.value);
            // Controls with NaN values after parsing should be treated as not having
            // 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 pass an email validation test.

* Tests the value using a [regular expression](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Regular_Expressions) with the pattern suitable for common uscases. 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.

* @usageNotes

* ### Validate that the field matches a valid email pattern

* If the validation check fails, otherwise null:

  * @see `updateValueAndValidity()`

  * @returns An error map with the 'email' property if the validation check fails, otherwise `null`.

* Const control = new FormControl('bad@', Validators.email);

* console.log(control.errors); // {email: true}

* @returns An error map with the 'email' property if the validation check fails, otherwise `null`.

* `pattern` attribute.

* @usageNotes

* ### Validate that the field has a minimum of 3 characters

* `minlength` attribute.

* @usageNotes

* ### Validate that the field has a maximum of 5 characters

* `maxlength` attribute.

* @usageNotes

* ### Validate that the field has a minimum of 5 characters

* `minlength` attribute.

* @usageNotes

* @returns An error map with the 'email' property if the validation check fails, otherwise null.

* @see `updateValueAndValidity()`

* static minLength(minLength: number): ValidatorFn {

  * @returns A validator function that returns an error map with the `minlength` property if the validation check fails, otherwise `null`.

  * @returns A validator function that returns an error map with the 'minLength' property if the validation check fails, otherwise null.

  * if (isEmptyInputValue(control.value)) {

    * const pattern = control.value;

    * returns an error map with the pattern if the validation check fails, otherwise null.

    * @returns A validator function that

    * returns an error map with the pattern if the validation check fails, otherwise null.

    * `pattern` attribute.

    * @usageNotes

    * `pattern` attribute.

    * @usageNotes
// from 'angular/core'

import {AbstractControl} from '../model';
import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from './validators';

export function normalizeValidator(validator: ValidatorFn | Validator): ValidatorFn {
  if ((<Validator>validator).validate) {
    return (c: AbstractControl) => (<Validator>validator).validate(c);
  } else {
    return <ValidatorFn>validator;
  }
}

export function normalizeAsyncValidator(validator: AsyncValidatorFn | AsyncValidator): AsyncValidatorFn {
  if ((<AsyncValidator>validator).validate) {
    return (c: AbstractControl) => (<AsyncValidator>validator).validate(c);
  } else {
    return <AsyncValidatorFn>validator;
  }
}

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

import {Directive, ElementRef, Renderer2, forwardRef} from '@angular/core';

import {ControlValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';

export const NUMBER_VALUE_ACCESSOR: any = {
  provide: NG_VALUE_ACCESSOR,
  useExisting: forwardRef(() => NumberValueAccessor),
  multi: true
};

/**
 * @description
 * The `ControlValueAccessor` for writing a number value and listening to
 * number input changes.
 * The value accessor is used by the `FormControlDirective`, `FormControlName`, and
 * `ControlValueAccessor` for writing a number value and listening to number input changes.
 */

// from 'angular/io'
```
<template>

<input type="number" [formControl]="totalCountControl">

</template>

```

```ts
const totalCountControl = new FormControl();
```
selector:
  input[type=radio][formControlName], input[type=radio][formControl], input[type=radio][ngModel],

define

OnDestroy, OnInit

OnDestroy: void

OnInit: void

RadioControlValueAccessor implements ControlValueAccessor;

OnDestroy

OnInit

OnDestroy

OnInit

RadioControlValueAccessor implements ControlValueAccessor;

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OnDestroy, OnInit

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RadioControlValueAccessor implements ControlValueAccessor;

OnDestroy, OnInit

RadioControlValueAccesso
implements ControlValueAccessor {
  /**
   * The registered callback function called when a change or input event occurs on the input
   * element.
   */

  onChange = (_: any) => {};

  /**
   * The registered callback function called when a blur event occurs on the input element.
   */
  onTouched = () => {};

  constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

  /**
   * Sets the "value" property on the input element.
   */
  writeValue(value: any): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  /**
   * Registers a function called when the control value changes.
   */
  registerOnChange(fn: (_: number|null) => void): void {
    this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); }
  }

  /**
   * Registers a function called when the control is touched.
   */
  registerOnTouched(fn: () => void): void {
    this.onTouched = fn;
  }

  /**
   * Sets the "disabled" property on the range input element.
   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }
}

export const FormErrorExamples = {
  formControlName: `
    <div [formGroup]="myGroup">
      <input formControlName="firstName">
    </div>

    In your class:

    this.myGroup = new FormGroup({
      firstName: new FormControl()
    });`,

  formGroupName: `
    <div [formGroup]="myGroup">
      <div formGroupName="person">
        <input formControlName="firstName">
      </div>
    </div>

    In your class:

    this.myGroup = new FormGroup({
      person: new 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>`
};

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 */

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: Use ngModel instead of formControlName

        ${Examples.ngModelGroup}`);
  }

  static missingFormException(): void {
    throw new Error(`formGroup expects a FormGroup instance. Please pass one in.

       Example: ${Examples.formControlName}`);
  }

  static groupParentException(): void {
    throw new Error(`formGroupName must be used with a parent formGroup directive. You'll want to add a formGroup
      directive and pass it an existing FormGroup instance (you can create one in your class).

      Example:

      ${Examples.formGroupName}`);
  }

  static arrayParentException(): void {
    throw new Error(`formArrayName must be used with a parent formGroup directive. You'll want to add a formGroup
         directive and pass it an existing FormGroup instance (you can create one in your class).

        Example: ${Examples.formArrayName}`);
  }

  static disabledAttrWarning(): void {
    console.warn(`
      It looks like you're using the disabled attribute with a reactive form directive. If you set disabled to true
      when you set up this
control in your component class, the disabled attribute will actually be set in the DOM for

**Example:**

```javascript
form = new FormGroup({
  first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),
  last: new FormControl('Drew', Validators.required)
});
```


**Example:**

```javascript
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}.
    
    For more information on this, see our API docs here: https://angular.io/api/forms/${directiveName}.
  `);
}
```

**Example:**

```javascript
@Directive({
  selector:
    'select:not([multiple])[formControlName],select:not([multiple])[formControl],select:not([multiple])[ngModel]',
  host: {'(change)': 'onChange($event.target.value)', '(blur)': 'onTouched()'},
  providers: [SELECT_VALUE_ACCESSOR]
})
export class SelectControlValueAccessor implements ControlValueAccessor {
  value: any;
  /** @internal */
  _optionMap: Map<string, any> = new Map<string, any>();
  /** @internal */
  _idCounter: number = 0;

  /**
   * @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 = () => {};
}
```

**Example:**

```javascript
@Directive({
  selector: '[select]',
  host: {'(change)': 'onChange($event.target.value)', '(blur)': 'onTouched()'},
  providers: [SELECT_VALUE_ACCESSOR]
})
export class SelectControlValueAccessor implements ControlValueAccessor {
  value: any;
  /** @internal */
  _optionMap: Map<string, any> = new Map<string, any>();

  /**
   * 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.
   */
  onTouched = () => {};
}
```
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```

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) {

  if (this.value === value) {
    this.writeValue(value);
  } else {
    this.writeValue(this._optionMap.get(this._optionValue(valueString)).value);
  }
}
```

```
@description
* The `ControlValueAccessor` for writing multi-select control values and listening to multi-select
control changes. The value accessor is used by the `FormControlDirective`, `FormControlName`, and
`NgModel` directives.

### Using a multi-select control

The follow example shows you how to use a multi-select control with a reactive form:

```ts
const countryControl = new FormControl();
```

```
<select multiple
name="countries" formControlName="countryControl">
  <option *ngFor="let country of countries" [ngValue]= "country.name">
    {{ country.name }}
  </option>
</select>
```
valueString;
}

/**
 * @description
 * Marks `<option>` as dynamic, so Angular can be notified when options change.
 */
@Directive({selector: 'option'})
export class ɵNgSelectMultipleOption implements OnDestroy {
  // TODO(issue/24571): remove ?
  id: string;

  constructor(private_element: ElementRef, private_renderer: Renderer2,
              @Optional() @Host() private _select: SelectMultipleControlValueAccessor) {
    if (this._select) {
      this.id = this._select._registerOption(this);
    }
  }

  @Input('ngValue')
  set ngValue(value: any) {
    if (this._select == null) return;
    this._value = value;
    this._setElementValue(_buildValueString(this.id, value));
    this._select.writeValue(this._select.value);
  }

  @Input('value')
  set value(value: any) {
    if (this._select) {
      this._value = value;
      this._setElementValue(value);
    } else {
      this._setElementValue(value);
    }
  }

  @Input('ngSelected')
  set ngSelected(selected: boolean) {
    this._renderer.setProperty(this._element.nativeElement, 'selected', selected);
  }

  ngOnDestroy(): void {
    if (this._select) {
      this._select._optionMap.delete(this.id);
      this._select.writeValue(this._select.value);
    }
  }
}

export {ɵNgSelectMultipleOption as NgSelectMultipleOption};

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 */

import {isDevMode, ɵlooseIdentical as looseIdentical} from '@angular/core';

import {FormArray, FormControl, FormGroup} from '../model';
import {Validators} from '../validators';
import {AbstractControlDirective} from './abstract_control_directive';
import {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 {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 {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);
  dir.valueAccessor!.setUpViewChangePipeline(control, dir);
  dir.valueAccessor!.setUpModelChangePipeline(control, dir);
  dir.valueAccessor!.setUpBlurPipeline(control, dir);

  if (dir.valueAccessor!.setDisabledState) {
    dir.valueAccessor!.setDisabledState!(isDisabled: boolean) => {
      dir.valueAccessor!.setDisabledState!(isDisabled: boolean);}
  }

  // re-run validation when validator binding changes, e.g. minlength=3 -> minlength=4
  dir.rawValidators.forEach((validator: Validator | ValidatorFn) => {
    (<Validator>validator).registerOnValidatorChange(() => dir.updateValueAndValidity());
  });
  dir.rawAsyncValidators.forEach((validator: AsyncValidator | AsyncValidatorFn) => {
    (<Validator>validator).registerOnValidatorChange(() => dir.updateValueAndValidity());
  });

  if (dir.valueAccessor!.registerOnDisabledChange) {
    dir.valueAccessor!.registerOnDisabledChange(() => {
      dir.valueAccessor!.setDisabledState!(isDisabled: boolean) => {
        dir.valueAccessor!.setDisabledState!(isDisabled: boolean);}
    });
  }

  //...
AsyncValidatorFn) => {
    if ((<Validator>validator).registerOnValidatorChange)
      (<Validator>validator).registerOnValidatorChange(!(() => control.updateValueAndValidity()));
  }

export function cleanUpControl(control: FormControl, dir: NgControl) {
    dir.valueAccessor!.registerOnValidatorChange(!(() => control.updateValueAndValidity()));
    dir.valueAccessor!.registerOnTouched(!(() => control.updateValueAndValidity()));
  });

export function setUpViewChangePipeline(control: FormControl, dir: NgControl) {
    dir.valueAccessor!.registerOnChange(() => {
      if (dir._pendingChange && dir.valueAccessor!.writeValue != null) dir.valueAccessor!.writeValue(newValue);
      if (dir._pendingDirty) dir.valueAccessor!.writeValue(newValue);
      dir._pendingChange = false;
    });
  }

export function setUpBlurPipeline(control: FormControl, dir: NgControl) {
    dir.valueAccessor!.registerOnTouched(() => {
      if (dir._pendingChange) dir.viewToModelUpdate(control._pendingValue);
      dir._pendingChange = false;
    });
  }

export function updateControl(control: FormControl, dir: NgControl) {
  if (control._pendingDirty) control.markAsDirty();
  control.setValue(control._pendingValue, {emitModelToViewChange: false});
  dir.viewToModelUpdate(control._pendingValue);
  dir.viewToModelUpdate(control._pendingValue);
  control._pendingChange = false;
  control._pendingDirty = true;
  dir._rawValidators.forEach((validator: any) => {
    if (validator.registerOnValidatorChange) {
      validator.registerOnValidatorChange(null);
    }
  });
  dir._rawAsyncValidators.forEach((validator: any) => {
    if (validator.registerOnValidatorChange) {
      validator.registerOnValidatorChange(null);
    }
  });
  if (control) control._clearChangeFns();
}

export function setUpModelChangePipeline(control: FormControl, dir: AbstractControlDirective) {
  control.registerOnChange((newValue: any, emitModelEvent: boolean) => {
    // control -> view
    dir.valueAccessor!.writeValue(newValue);
    // control -> ngModel
    if (emitModelEvent) dir.valueToModelUpdate(newValue);
  });
}

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 => a.constructor === valueAccessor.constructor);
}

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);
    }
  });
}

// TODO: vsavkin remove it once https://github.com/angular/angular/issues/3011 is implemented
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;
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undefined;

valueAccessors.forEach((v: ControlValueAccessor) => {
  if (v.constructor === DefaultValueAccessor) {
    defaultAccessor = v;
  } else if (isBuiltInAccessor(v)) {
    if (builtinAccessor === v) return;
    else if (customAccessor && customAccessor.constructor === v) return;
    builtinAccessor = v;
  } else if (customAccessor) {
    customAccessor = v;
  }
});

if (customAccessor) return customAccessor;
if (builtinAccessor) return builtinAccessor;
if (defaultAccessor) return defaultAccessor;

_throwError(dir, 'No valid value accessor for form control with');
return null;
}

export function removeDir<T>(list: T[], el: T): void {
  const index = list.indexOf(el);
  if (index > -1) list.splice(index, 1);
}

// TODO(kara): remove after deprecation period
export function _ngModelWarning(name: string, type: _ngModelWarningSentOnce: boolean, warningConfig: string | null) {
  if (!isDevMode() || warningConfig === 'never') return;

  if (((warningConfig === null || warningConfig === 'once') && !type._ngModelWarningSentOnce) ||
      (warningConfig === 'always' && !instance._ngModelWarningSent)) {
    ReactiveErrors.ngModelWarning(name);
    type._ngModelWarningSentOnce = true;
    instance._ngModelWarningSent = true;
  }
}

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

import {EventEmitter} from '@angular/core';
import {Observable} from 'rxjs';
import {composeAsyncValidators, composeValidators} from './directives/shared';
import {AsyncValidatorFn, ValidationErrors, ValidatorFn} from './directives/validators';
import {toObservable} from './validators';

/**
 * Reports that a FormControl is valid, meaning that no errors exist in the input value.
 * @see `status`
 */
export const VALID = 'VALID';

/**
 * Reports that a FormControl is invalid, meaning that an error exists in the input value.
 * @see `status`
 */
export const INVALID = 'INVALID';

/**
 * Reports that a FormControl is pending, meaning that async validation is occurring and errors are not yet available for the input value.
 * @see `status`
 * @see `markAsPending`
 */
export const PENDING = 'PENDING';

/**
 * Reports that a FormControl is disabled, meaning that the control is exempt from ancestor calculations of validity or value.
 * @see `status`
 * @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
  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(validatorOrOpts?: AsyncValidatorFn | AsyncValidatorFn[] | null, validatorOrOpts?: AbstractControlOptions | null): AsyncValidatorFn| null {
  const origAsyncValidator =
      (isOptionsObj(validatorOrOpts) ?
      (validatorOrOpts as AbstractControlOptions).validators : validatorOrOpts as AbstractValidatorFn)

  return composeAsyncValidators(origAsyncValidator) ||
null;

function typeFormHooks = 'change' | 'blur' | 'submit';

function _throwError(dir, 'More than one built-in value accessor matches form control with');

function _throwError(dir, 'No valid value accessor for form control with');

AsyncValidatorFn

/**
 * @description
 * The event name for control to update upon.
 */

/**
 * @param validatorOrOpts
 * @param asyncValidatorOrOpts
 * @returns null
 */

/**
 * @internal
 * @param {String|Number} value
 * @returns any
 */

/**
 * @param {ValidatorFn} validator
 * @param {AsyncValidatorFn} asyncValidator
 */

/**
 * The current value of the control.
 */

/**
 * Initializes the AbstractControl instance.
 */

/**
 * The parent control.
 */

/**
 * The validation status of the control.
 */

/**
 * A control is `valid` when its `status` is `VALID`.
 */

/**
 * A control is `invalid` when its `status` is `INVALID`.
 */

/**
 * A control is `pending` when its `status` is `PENDING`.
 */

/**
 * A control is `disabled` when its `status` is `DISABLED`.
 */

/**
 * A control is `enabled` as long as its `status` is not `DISABLED`.
 */

/**
 * An object containing any errors generated by failing validation,
 * or null if there are no errors.
 */

/**
 * A control is ‘pristine’ if the user has not yet changed it.
 */

/**
 * Programmatic changes to a control’s value do not mark it dirty.
 */

/*
 * @param {Object} value
 * @param {Object} event
 */

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dirty(): boolean { return !this.pristine; }

/**
 * True if the control is marked as `touched`.
 */

/**
 * A control is marked `touched` once the user has triggered
 * a `blur` event on it.
 */

/**
 * Public readonly touched: boolean = false;
 */

/**
 * A control is `untouched` if the user has not yet triggered
 * a `blur` event on it.
 */

/**
 * Get `untouched()` boolean value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * Sets the `touched` property of the `AbstractControl` (meaning
 * the event on which the control updates itself).
 */

/**
 * Possible values: `"change" | "blur" | "submit".
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control has not been marked as touched
 */

/**
 * A control is `untouched` if the user
 * has not yet triggered a `blur` event on it.
 */

/**
 * Get `untouched()` boolean value.
 */

/**
 * A multicasting observable that emits an event every time the validation
 * status of the control recalculates.
 */

/**
 * True if the control is marked as `touched`.
 * @see {link AbstractControl.status}
 */

/**
 * True if the control has not been marked as touched
 */

/**
 * Reports the update status of the `AbstractControl` (meaning
 * the event on which the control updates itself).
 */

/**
 * Possible values: `"change" | "blur" | "submit".
 */

/**
 * Default value: `"change"`.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
 */

/**
 * A multicasting observable that emits an event every time the value of the control changes.
 */

/**
 * True if the control is marked as `touched`.
 */

/**
 * Get `touched()` boolean value.
 */

/**
 * A control 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 value.
```typescript
boolean}).pristine = false;

    if (this._parent && !opts.onlySelf) {
      this._parent.markAsDirty(opts);
    }

  /**
   * Marks the control as `pristine`.
   *
   * If the control has any children, marks all children as `pristine`, and recalculates the `pristine` status of all parent controls.
   *
   * @see `markAsTouched()`
   * @see `markAsUntouched()`
   * @see `markAsDirty()`
   *
   * @param opts Configuration options that determine how the control emits events after marking is applied.
   *
   * @param onlySelf: When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false.
   *
   */
  markAsPristine(opts: {onlySelf?: boolean} = {}): void {
    (this as{pristine: boolean}).pristine = true;
    this._pendingDirty = false;
    this._forEachChild((control: AbstractControl) => {
      control.markAsPristine({onlySelf: true}); });
    if (this._parent && !opts.onlySelf) {
      this._parent._updatePristine(opts);
    }

  /**
   * Marks the control as `pending`.
   *
   * A control is pending while the control performs async validation.
   *
   * @see `markAsTouched()`
   * @see `markAsUntouched()`
   * @see `markAsDirty()`
   *
   * @param opts Configuration options that determine how the control propagates changes and emits events after marking is applied.
   *
   */
  markAsPending(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
    (this as{status: string}).status = PENDING;
    if (opts.emitEvent !== false) {
      (this.statusChanges as EventEmitter<any>).emit(this.status);
    }
    if (this._parent && !opts.onlySelf) {
      this._parent.markAsPending(opts);
    }

  /**
   * Disables the control. This means the control is exempt from validation checks and excluded from the aggregate value of any parent. Its status is `DISABLED`.
   *
   * If the control has children, all children are also disabled.
   *
   * @param opts Configuration options that control how the control propagates changes and emits events after the control is disabled.
   *
   */
  disable(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
    // If parent has been marked artificially dirty we don't want to re-calculate the parent's dirtiness based on the children.
    const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf);
    (this as{status: string}).status = DISABLED;
    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);
    }
    if (this._parent && !opts.onlySelf) {
      this._parent.markAsPending(opts);
    }

  /**
   * Enables the control. This means the control is included in validation checks and the aggregate value of its parent's dirtiness.
   *
   * Its status recalculates based on its value and all of its validators.
   *
   */
  enable(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
    // If parent has been marked artificially dirty we don't want to re-calculate the parent's dirtiness based on the children.
    const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf);
    (this as{status: string}).status = VALID;
    this._forEachChild((control: AbstractControl) => {
      control.enable({...opts, onlySelf: true}); });
    this.updateValueAndValidity({onlySelf: true, emitEvent: opts.emitEvent});
    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.markAsPending(opts);
    }
  }
```
Sets the parent of the control.*

* Sets the value of the control. Abstract method (implemented in sub-classes). * Patches the value of the control. Abstract method (implemented in sub-classes). * Resets the control. Abstract method (implemented in sub-classes). * Recalculates the value and validation status of the control. * * By default, it also updates the value and validity of its ancestors. * * * `emitEvent`: When true, only update this control. When false or not supplied, * update 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 updated. * * * `emitEvent`: When false, no events are emitted. * * * `updateValueAndValidity`.*

Sets the parent of the control.*

Sets the value of the control. Abstract method (implemented in sub-classes). * Patches the value of the control. Abstract method (implemented in sub-classes). * Resets the control. Abstract method (implemented in sub-classes). * Recalculates the value and validation status of the control. * * By default, it also updates the value and validity of its ancestors. * * * `emitEvent`: When true, only update this control. When false or not supplied, * update 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 updated. * * * `emitEvent`: When false, no events are emitted. * * * `updateValueAndValidity`.*
of control names in one string, e.g. `"address.street"` *\n* @returns error data for that particular error. If the control or error is not present, *\n* null is returned.

*\n* getError(errorCode: string, path? : string): any {
*\n*  return control.errors[errorCode];
*\n*  if (control && control.errors) {
*\n*      return control.errors[errorCode];
*\n*  }
*\n*  return null;
*\n*}

*\n* getError(errorCode: string, path? : Array<string|number>|string): any {
*\n*  const control = path ? this.get(path) : this;
*\n*  return control &&
*\n*  control.errors ? control.errors[errorCode] : null;
*\n*}

*\n* hasError(errorCode: string, path? : Array<string|number>|string): boolean {
*\n*  return !!this.getError(errorCode, path);
*\n*}

*\n* get root(): AbstractControl {
*\n*  let x: AbstractControl = this;
*\n*  while (x._parent) {
*\n*      x = x._parent;
*\n*  }
*\n*  return x;
*\n*}

*\n* _updateControlsErrors(emitEvent: boolean): void {
*\n*  (this as{status: string}).status = this._calculateStatus();
*\n*  if (emitEvent) {
*\n*      (this.statusChanges as EventEmitter<string>).emit(this.status);
*\n*  }
*\n*  if (this._parent) {
*\n*      this._parent._updateControlsErrors(emitEvent);
*\n*  }
*\n*}

*\n* _initObservables() {
*\n*  (this as{valueChanges: Observable<any>}).valueChanges = new EventEmitter();
*\n*  (this as{statusChanges: Observable<any>}).statusChanges = new EventEmitter();
*\n*}

*\n* private _calculateStatus(): string {
*\n*  if (this._allControlsDisabled()) return DISABLED;
*\n*  if (this.errors) return INVALID;
*\n*  if (this._anyControlsHaveStatus(PENDING)) return PENDING;
*\n*  if (this._anyControlsHaveStatus(INVALID)) return INVALID;
*\n*  return VALID;
*\n*}

*\n* _updateValue(): void {
*\n*}

*\n* _forEachChild(cb: Function): void {
*\n*}

*\n* _anyControls(condition: Function): boolean {
*\n*}

*\n* _allControlsDisabled(): boolean {
*\n*}

*\n* _syncPendingControls(): boolean {
*\n*}

*\n* _anyControlsHaveStatus(status: string): boolean {
*\n*  return this._anyControls((control: AbstractControl) => control.status === status);
*\n*}

*\n* _anyControlsDirty(): boolean {
*\n*  return this._anyControls((control: AbstractControl) => control.dirty);
*\n*}

*\n* _updatePristine(opts? : {onlySelf?: boolean} = {}): void {
*\n*  (this as{pristine: boolean}).pristine = !this._anyControlsDirty();
*\n*  if (this._parent && !opts.onlySelf) {
*\n*      this._parent._updatePristine(opts);
*\n*  }
*\n*}

*\n* _updateTouched(opts? : {onlySelf?: boolean} = {}): void {
*\n*  (this as{touched: boolean}).touched = this._anyControlsTouched();
*\n*  if (this._parent && !opts.onlySelf) {
*\n*      this._parent._updateTouched(opts);
*\n*  }
*\n*}

*\n* _getParentMarkedDirty(): boolean {
*\n*  return this._anyControls((control: AbstractControl) => control.markedDirty);
*\n*}

*\n* _isBoxedValue(formState: any): boolean {
*\n*  return typeof formState === 'object' && formState !== null && Object.keys(formState).length === 2 && 'value' in formState && 'disabled' in formState;
*\n*}

*\n* _registerOnCollectionChange(fn: () => void): void {
*\n*  this._onCollectionChange = fn;
*\n*}

*\n* _setUpdateStrategy(opts? : ValidatorFn|ValidatorFn[]): void {
*\n*  if (isOptionsObj(opts) && (opts as AbstractControlOptions).updateOn != null) {
*\n*  }
*\n*  if (!this._anyControlsDirty()) {
*\n*      this._updateValue();
*\n*  }

*\n*}

**
* Tracks the value and validation status of an individual form control.

*\n* This is one of the three fundamental building blocks of Angular forms, along with
*\n* FormArray and FormGroup. It implements most of the base functionality for accessing
*\n* the value, validation status, user interactions and events.

*\n* **Open Source Used In MSX SD-Branch Service Pack 4.0.0 1966**
Notes]
### Initializing Form Controls
Instantiate a `FormControl`, with an initial value:

```ts
const control = new FormControl('some value');
```

**Form state object**

The following example initializes the control with a form state object. The `value` and `disabled` keys are required in this case:

```ts
const control = new FormControl({ value: 'n/a', disabled: true });
```

**Invalid state object**

```ts
const control = new FormControl({ value: 'n/a' });
```

**Valid and invalid state object**

```ts
const control = new FormControl({ value: 'n/a', disabled: true });
```

**Configuring validators**

```ts
const control = new FormControl({ value: 'n/a', validators: Validators.required });
```

**Validating async**

```ts
const control = new FormControl({ value: 'n/a', asyncValidators: myAsyncValidator });
```

### Configuring the control to update on a blur event

```ts
control.updateOn = 'blur';
```

### Configuring the control to update on a submit event

```ts
control.updateOn = 'submit';
```

### Resetting the control back to an initial value

```ts
control.reset('value');
```

### Resetting the control back to an initial value and disabled state

```ts
control.reset({ value: 'value', disabled: true });
```

---

```ts
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
   * (these are the only two properties that cannot be calculated). const control = new FormControl('Nancy');
   *
   * @param validatorOrOpts A synchronous validator function, or an array of such functions, or an AbstractControlOptions object that contains validation functions and a validation trigger.
   *
   * @param asyncValidator A single async validator or array of async validator functions
   *
   */
  constructor(
      formState: any = null,
      validatorOrOpts?: ValidatorFn|ValidatorFn[]|null,
      asyncValidator?:
      AsyncValidatorFn|AsyncValidatorFn[]|null) {
    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.
   *
   * @param value The new value for the control.
   * @param options Configuration options that determine how the control propagates changes and emits events when the value changes.
   * The configuration options are passed to the AbstractControl#updateValueAndValidity method.
   * @param asyncValidatorOrOpts A synchronous validator function, or an array of such functions, or an AbstractControlOptions object that contains validation functions and a validation trigger.
   */
  setValue(value: any,
    options: {
      onlySelf?: boolean,
      emitEvent?: boolean,
      emitModelToViewChange?: boolean,
      emitViewToModelChange?: boolean
    } = {}): void {
    this._applyFormState(formState);
    this._setUpdateStrategy(validatorOrOpts);
    this.updateValueAndValidity({onlySelf: true, emitEvent: false});
    this._initObservables();
    this._applyFormState(formState);
    this._setUpdateStrategy(validatorOrOpts);
    this.updateValueAndValidity({onlySelf: true, emitEvent: false});
    this._initObservables();
    this._applyFormState(formState);
    this._setUpdateStrategy(validatorOrOpts);
    this.updateValueAndValidity({onlySelf: true, emitEvent: false});
    this._initObservables();
    this._applyFormState(formState);
    this._setUpdateStrategy(validatorOrOpts);
    this.updateValueAndValidity({onlySelf: true, emitEvent: false});
    this._initObservables();
    this._applyFormState(formState);
    this._setUpdateStrategy(validatorOrOpts);
    this.updateValueAndValidity({onlySelf: true, emitEvent: false});
    this._initObservables();
    this._applyFormState(formState);
    this._setUpdateStrategy(validatorOrOpts);
    this.updateValueAndValidity({onlySelf: true, emitEvent: false});
    this._initObservables();
    this._applyFormState(formState);
    this._setUpdateStrategy(validatorOrOpts);
    this.updateValueAndValidity({onlySelf: true, emitEvent: false});
    this._initObservables();
    this._applyFormState(formState);
    this._setUpdateStrategy(validatorOrOps);
symmetry with [ @link FormGroup#patchValue patchValue ] on `FormGroups` and
* `FormArrays`, where it does behave differently. *\n
* @param options *\n
* @param patchValue(value: any, options: {\n
* @param onlySelf?: boolean,\n
* emitViewToModelChange?: boolean,\n
* emitModelToViewChange?: boolean\n
* emitViewToModelChange?: boolean}\n
{ }): void {\n
* @param formState\n
* resets the control with an initial value, or an object that defines the initial value and disabled status. *\n
* @param options Configuration options that determine how the control propagates changes and emits events after the value changes. *\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 is reset. *\n
* When false, no events are emitted. *\n
* resets(formState: any = null, options: {onlySelf?: boolean,

* emitEvent?: boolean} = {}): void {\n
* @internal\n
* this.setValue(value, options);\n
* this.markAsPristine(options);\n
* this.markAsUntouched(options);\n
* this.setValue(this.value, options);\n
* this._pendingChange = false;\n
* @internal\n
* this._updateValue()\n
* @internal\n
* this.anyControls(condition: Function): boolean\n
* @internal\n
* this._allControlsDisabled(): boolean\n
* return return this._applyFormState(formState);\n
* return false;\n
* @internal\n
* this._anyControls(condition: Function): boolean\n
* return return this._applyFormState(formState);\n
* return false;\n
* this._forEachChild(cb: Function): void\n
* @internal\n
* this._syncPendingControls(): boolean\n
* if (this.updateOn === 'submit') {\n
* if (this._pendingDirty) this.markAsDirty();\n
* if (this._pendingTouched) this.markAsTouched();\n
* if (this._pendingChange) {\n
* this.setValue(this._pendingValue, {onlySelf: true, emitModelToViewChange: false});\n
* return true;\n
* }\n
* return false;\n
* private _applyFormState(formState: any) {\n
* if (this._isBoxedValue(formState)) {\n
* (this as{value: any}).value = this._pendingValue = formState.value;\n
* formState.disabled ? this.disable({onlySelf: true, emitEvent: false}) :\n
* this.enable({onlySelf: true, emitEvent: false});\n
* } else {\n
* (this as{value: any}).value = this._pendingValue = formState.value;\n
* }\n
* }\n
* }\n
* }\n
* \n
* tracks the value and validity state of a group of 'FormControl' instances. *\n
* 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. *\n
* 'FormGroup' is one of the three fundamental building blocks used to define forms in Angular, along with 'FormControl' and 'FormArray'. *\n
* When instantiating a 'FormGroup', pass in a collection of child controls as the first argument. *\n
* 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. *\n
* 'FormGroup' is one of the three fundamental building blocks used to define forms in Angular, along with 'FormControl' and 'FormArray'. *\n
* When instantiating a 'FormGroup', pass in a collection of child controls as the first argument. *\n
* 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. *\n
* 'FormGroup' is one of the three fundamental building blocks used to define forms in Angular, along with 'FormControl' and 'FormArray'. *\n
* When instantiating a 'FormGroup', pass in a collection of child controls as the first argument. *\n
* 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. *\n
* 'FormGroup' is one of the three fundamental building blocks used to define forms in Angular, along with 'FormControl' and 'FormArray'. *\n
* When instantiating a 'FormGroup', pass in a collection of child controls as the first argument. *\n
* 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.
control's `updateOn` property. If you set `updateOn` to "blur" at the
level, all child controls default to 'blur', unless the child
has explicitly specified a different 'updateOn' value.

FormGroup({
  one: new FormControl()
}, { updateOn: 'blur' });

FormGroup extends AbstractControl({
  /* */
  Creates a new 'FormGroup' instance.
});

The key for each child is the name * with which it is registered.

`updateOn` property. If you set `updateOn` to `'blur'` at the
group level, all child controls default to 'blur', unless the child
has explicitly specified a different `updateOn` value.

```ts
const c = new

```

The control name to register in the collection.

```ts
this._setUpControls();
this.setValue();
this.addControl();
this.removeControl();
this.setControl();
this.contains();
this.hasOwnProperty();
```
options: {onlySelf?: boolean, emitEvent?: boolean} = {};
void { in this._checkAllValuesPresent(value);
Object.keys(value).forEach(name => {
   in this._throwIfControlMissing(name);
this.controls[name].setValue(value[name], {onlySelf: true, emitEvent: options.emitEvent});
})

this.updateValueAndValidity(options);
/**
 * Patches the value for a form group
 * @param value
 * @param options Configuration options that
 * determine how the control propagates changes and
 * emits events after the value is patched.
 * * `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 updated.
 * When false, no events are emitted.
 * The configuration options are passed to the `AbstractControl#updateValueAndValidity` method.
 */
patchValue(value: { [key: string]: any }, options: {onlySelf?: boolean, emitEvent?: boolean} = {}):
  void {
    Object.keys(value).forEach(name => {
      if (this.controls[name]) {
        this.controls[name].patchValue(value[name], {onlySelf: true, emitEvent: options.emitEvent});
      }
    });
    this.updateValueAndValidity(options);
  }

/**
 * Resets the `FormGroup`, marks all descendants are marked
 * `pristine` and `untouched`, and
 * the value of all descendants to null.
 * You reset to a specific form state
 * by passing in a map of states
 * that matches the structure of your form, with control names as keys. The state
 * is a standalone value or a form state object with both a value and a disabled
 * status.
 * @param value
 * @param options Configuration options that determine how the control propagates changes
 * and emits events when the group is reset.
 * @return The configuration options are passed to the `AbstractControl#updateValueAndValidity` method.
 */
reset(value: any = {}, options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  super._forEachChild((control: AbstractControl, name: string) => {
    control.reset(value[name], {onlySelf: true, emitEvent: options.emitEvent});
    this._updatePristine(options);
    this._updateTouched(options);
    this.updateValueAndValidity(options);
  });

/**
 * The aggregate value of the `FormGroup`, including any disabled controls.
 * @return The aggregate value of the `FormGroup`, including any disabled controls.
 */
getRawValue(): any {

  return this._reduceChildren({}, (acc: { [k: string]: AbstractControl }, control: AbstractControl, name: string) => {
    acc[name] = control.instanceof(FormControl) ? control.value : (<any>control).getRawValue();
    return acc;
  });
}

/**
 * The `statusChanges` observable emits events with the latest status and value when the control is reset.
 * When false, no events are emitted.
 * @param options Configuration options that determine how the control propagates changes
 * and emits events when the group is reset.
 */
resetValueAndValidity(options: {}) {
  this.resetValueAndValidity(options);
  this._updatePristine(options);
  this._updateTouched(options);
  this.updateValueAndValidity(options);
}

/**
 * The aggregate value of the `FormGroup`, including any disabled controls.
 * @return The aggregate value of the `FormGroup`, including any disabled controls.
 */
getRawValue(): any {
    return this._reduceChildren({}, (acc: { [k: string]: AbstractControl }, control: AbstractControl, name: string) => {
        acc[name] = control.instanceof(FormControl) ? control.value : (<any>control).getRawValue();
        return acc;
    });
}

/**
 * The `statusChanges` observable emits events with the latest status and value when the control is reset.
 * When false, no events are emitted.
 * @param options Configuration options that determine how the control propagates changes
 * and emits events when the group is reset.
 */
resetValueAndValidity(options: {}) {
    this.resetValueAndValidity(options);
    this._updatePristine(options);
    this._updateTouched(options);
    this.updateValueAndValidity(options);
}
Open Source Used In MSX SD-Branch Service Pack 4.0.0  1971

```typescript
*An _throwIfControlMissing(name: string): void {
  if (!Object.keys(this.controls).length) {
    throw new Error(`There are no form controls registered with this group yet. If you're using ngModel, you may want to check next tick (e.g. use setTimeout).`);
  }
  if (!this.controls[name]) {
    throw new Error(`Cannot find form control with name: ${name}.`);
  }
}

/** @internal */
_anForEachChild(cb: (v: any, k: string) => void): void {
  Object.keys(this.controls).forEach(k => cb(this.controls[k], k));
}

/** @internal */
_setUpControls(): void {
  _forEachChild((control: AbstractControl) => {
    control.setParent(this);
    control._registerOnCollectionChange(this._onCollectionChange);
  });
}

/** @internal */
_updateValue(): void { (this as {value: any}).value = this._reduceValue(); }

/** @internal */
_anAnyControls(condition: Function): boolean {
  let res = false;
  _forEachChild((control: AbstractControl, name: string) => {
    res = res || (this.contains(name) && condition(control));
  });
  return res;
}

/** @internal */
_reduceValue() {
  return this._reduceChildren({}, (acc: {[k: string]: AbstractControl}, control: AbstractControl, name: string) => {
    if (control.enabled || this.disabled) {
      acc[name] = control.value;
    }
    return acc;
  });
}

/** @internal */
_allControlsDisabled(): boolean {
  for (const controlName of Object.keys(this.controls)) {
    if (this.controls[controlName].enabled) {
      return false;
    }
  }
  return Object.keys(this.controls).length > 0 || this.disabled;
}

/** @internal */
_checkAllValuesPresent(value: any): void {
  _forEachChild((control: AbstractControl, name: string) => {
    if (value[name] === undefined) {
      throw new Error(`Must supply a value for form control with name: '${name}'.`);
    }
  });
}

/**
 * Tracks the value and validity state of an array of `FormControl`,
 * `FormGroup` or `FormArray` instances.
 *
 * A `FormArray` aggregates the values of each child `FormControl` into an array.
 * It calculates its status by reducing the status values of its children. For example, if one of the controls in a `FormArray` is invalid, the entire array becomes invalid.
 *
 * `FormArray` is one of the three fundamental building blocks used to define forms in Angular, along with `FormControl` and `FormGroup`.
 *
 * @usageNotes
 *
 * ### Create an array of form controls
 *
 * ```
 * const arr = new FormArray([new FormControl('Nancy', Validators.minLength(2)), new FormControl('Drew')]);
 *
 * console.log(arr.value);   // ['Nancy', 'Drew']
 * console.log(arr.status);  // 'VALID'
 * ```
 *
 * ### Create a form array with array-level validators
 *
 * You include array-level validators and async validators. These come in handycl 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 argument respectively, or together as part of an options object.
 *
 * ```ts
 * const arr = new FormArray([new FormControl(), new FormControl()], {validators: [myValidator], asyncValidators: [myAsyncValidator]});
 * ```
 *
 * 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 control has explicitly specified a different `updateOn` value.
 *
 * ```ts
 * arr.updateOn = 'blur';
 *
 * arr.controls[0].updateOn = 'touch';
 *
 * arr.controls[1].updateOn = 'blur';
 * ```
 *
 * Set the `updateOn` property for all controls in a form array `onControl`.
 * 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 control has explicitly specified a different `updateOn` value.
 *
 * ```ts
 * arr.controls[0].updateOn = 'touch';
 *
 * arr.controls[1].updateOn = 'blur';
 * ```
 *
 * Adding or removing controls from a form array changes the status of the controls in the array, use the `push`, `insert`, `removeAt` or `clear` methods.
 *
 * In `FormArray` itself, these methods ensure the controls are properly tracked in the form's hierarchy.
 *
 * Do not modify the array of `AbstractControl`s used to instantiate the `FormArray` directly, as that result in strange and unexpected behavior such as broken change detection.
 *
 * @publicApi
 */
export class FormArray extends AbstractControl {
  /**
   * Creates a new `FormArray` instance.
   *
   * @param controls An array of child controls. Each child control is given an index where it is registered.
   *
   * @param validatorOrOpts A synchronous validator function, or an array of such functions, or an `AbstractControlOptions` object that contains validation functions and a validation trigger.
   *
   * @param asyncValidator A single async validator or array of async validator functions.
   *
   * @param public controls: AbstractControl[], validatorOrOpts: ValidatorFn|ValidatorFn[]|AbstractControlOptions|null,
   * asyncValidator?: AsyncValidatorFn|AsyncValidatorFn[]|null
   * @public
   */
  constructor(controls: AbstractControl[], validatorOrOpts?: ValidatorFn|ValidatorFn[]|AbstractControlOptions|null,
    asyncValidator?: AsyncValidatorFn|AsyncValidatorFn[]|null) {
    super(coerceToValidator(validatorOrOpts),
      coerceToAsyncValidator(asyncValidator, validatorOrOpts));
  }
```
this._initObservables();
this._setUpUpdateStrategy(validatorOrOpts);
this._setUpControls();
this.updateValueAndValidity({onlySelf: true, emitEvent: false});

this._setUpdateStrategy(validatorOrOpts);
this._setUpControls();

this.updateValueAndValidity({onlySelf: true, emitEvent: false});

this._onCollectionChange();

this.get(index: number): AbstractControl {
  return this.controls[index];
}

this.insert(index: number, control: AbstractControl): void {
  this.controls.splice(index, 0, control);
  this._registerControl(control);
  this.updateValueAndValidity();
}

this.removeAt(index: number): void {
  if (this.controls[index])
    this.controls[index]._registerOnCollectionChange(() => {});
  this.controls.splice(index, 1);
  this.updateValueAndValidity();
}

this.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);
}

this.patchValue(value: any[], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  value.forEach((newValue: any, index: number) => {
    if (this.at(index)) {
      this.at(index).patchValue(newValue, {onlySelf: true, emitEvent: options.emitEvent});
    }
  });
  this.updateValueAndValidity(options);
}

this.length: number;

this.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();
}
```
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.
   *
   * Const arr = new FormArray([{ new FormControl(), }]);
   * arr.reset({name: 'last name'});
   *
   * Reset the values in a form array and the disabled status for the first control:
   * arr.reset({value: 'name', disabled: true});
   *
   * null maps:
   *
   * `DISABLED` on `**` * @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
   *
   * `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.
   *
   * For enabled controls only, the `value` property is the best way to get the value of the array.
   *
   * `getRawValue`: any[]
   *
   * `updateValueAndValidity` method.
   * */
  reset(value: any[], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
    this._forEachChild((control: AbstractControl, index: number) => {
      control.reset(value[index], {onlySelf: true, emitEvent: options.emitEvent});
    });
    this._updatePristine(options);
    this._updateTouched(options);
    this.updateValueAndValidity(options);
  }

  /**
   * The aggregate value of the array, including any disabled controls.
   * Reports all values regardless of disabled status.
   * */
  getRawValue(): any[] {
    return this.controls.filter((control) => control.enabled || this.disabled)
        .map((control) => control.value);
  }

  /**
   * Remove all controls in the `FormArray`.
   *
   * @usageNotes
   * ### Remove all elements from a FormArray
   *
   * ```
   * const arr = new FormArray(
   *    new FormControl(),
   *    new FormControl()
   * 
   * arr.clear();
   * ```
   *
   * It's a simpler and more efficient alternative to removing all elements one by one:
   *
   * ```
   * while (arr.length) {
   *    arr.removeAt(0);
   * }
   * ```
   */
  clear(): void {
    if (this.controls.length < 1) return;
    this._forEachChild((control: AbstractControl) => control._registerOnCollectionChange(() => {}));
    this.controls.splice(0);
    this.updateValueAndValidity();
  }

  /** @internal */
  _syncPendingControls(): boolean {
    let subtreeUpdated = this.controls.reduce((updated: boolean, child: AbstractControl) => {
      return child._syncPendingControls() ? true : updated;
    }, false);
    if (subtreeUpdated)
      this.updateValueAndValidity({onlySelf: true});
    return subtreeUpdated;
  }

  /** @internal */
  _checkAllValuesPresent(value: any): boolean {
    this._forEachChild((control: AbstractControl, i: number) => {
      if (value[i] === undefined) {
        throw new Error(`Must supply a value for form control at index: 
          `);
      }
    });
    if (!this.at(index))
      throw new Error(`Cannot find form control at index $\{index\}`);
    }\n  }

  /** @internal */
  _allControlsDisabled(): boolean {
    for (const control of this.controls)
      if (control.enabled)
        return false;
    return this.controls.length > 0 || this.disabled;
  }

  private _registerControl(control: AbstractControl) {
```
control.setParent(this);
control._registerOnCollectionChange(this._onCollectionChange);
*/

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

import {AfterViewInit, Directive, EventEmitter, Inject, Input, Optional, Self, forwardRef} from '@angular/core';

import {AbstractControl, FormControl, FormGroup, FormHooks} from '../model';
import {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../validators';
import {ControlContainer} from './control_container';
import {Form} from './form_interface';
import {NgControl, NgModel, NgModelGroup} from './ng_control';
import {composeAsyncValidators, composeValidators, removeDir, setUpControl, setUpFormContainer, syncPendingControls} from './shared';

export const formDirectiveProvider: any = {
  provide: ControlContainer,
  useExisting: forwardRef(() => NgForm)
};

const resolvedPromise = ( () => Promise.resolve(null))();

/**
 * @description
 * Creates a top-level `FormGroup` instance and binds it to a form to track aggregate
 * form value and validation status.
 *
 * As soon as you import the `FormsModule`, this directive becomes active by default
 * on all `<form>` tags. You don't need to add a special selector. You optionally
 * export the directive into a local template variable using `ngForm` as the key (ex:
 * `#myForm="ngForm"`). This is optional, but useful. Many properties from the
 * underlying `FormGroup` instance are duplicated on the directive itself, so a
 * reference to it gives you access to the aggregate value and validity status of
 * the form, as well as user interaction properties like `dirty` and `touched`. To
 * register child controls with the form, use `NgModel` with a `name` attribute.
 * You may use `NgModelGroup` to create sub-groups within the form.

 * If necessary, listen to the directive's `ngSubmit` event to be notified when
 * the user has triggered a form submission. The `ngSubmit` event emits the
 * original form submission event.

 * In template driven forms, all `<form>` tags are automatically tagged as `NgForm`
 * To import the `FormsModule` but skip its usage in some forms, for example, to use
 * native HTML5 validation, add the `ngNoForm` and the `<form>` tags won't create an
 * `NgForm` directive. In reactive forms, using `ngNoForm` is unnecessary because the
 * `<form>` tags are inert. In that case, you wouldn't refrain from using the
 * `FormGroup` directive.

 * The following example shows how to capture the form values from the `ngSubmit`
 * event:

 * ```html
 * <input name="one" ngModel>
 * ```
 *
 * ### Listening for form submission
 *
 * The following example shows how to capture the form values from the "ngSubmit"
 * event:

 * ```html
 * <input name="one" ngModel>
 * ```
 *
 * ### Setting the update options
 *
 * The following example shows you how to change the "updateOn" option from its
default using:

 * ```html
 * <input name="one" ngModelOptions="{updateOn: 'blur'}">
 * ```
 *
 * ### Native DOM validation UI
 *
 * Angular automatically adds the `novalidate` attribute on any `<form>`
 * whenever `NgForm` 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 `FormGroup` element:

 * ```html
 * <input name="one" ngNativeValidate>
 * ```
 *
 * @ngModule FormsModule
 *
 * @publicApi
 */
@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 {
  /**
   * 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.
   *
   * **updateOn**: Sets the default `updateOn` value for all child `NgModels` unless
   * explicitly set by a child `NgModel` using `ngModelOptions`). Defaults to
   * 'change'. Possible values: 'change' | 'blur' | 'submit'.
   */
  @Input('ngFormOptions') options: {updateOn?: FormHooks} = {updateOn: 'change'};

  constructor(@Optional() @Self() @Inject(NG_VALIDATORS) validators: any[],
              @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) asyncValidators: any[]) {
    super();
    this.form = new FormGroup({}, composeValidators(validators),

  }
composeAsyncValidators(asyncValidators));

this._checkValidators();

/**
 * Lifecycle method called after the view is initialized.
 * For internal use only.
 */
@ngAfterViewInit()
{
    this._setUpdateStrategy();
}

/**
 * @description
 * Lifecycle method called after the view is initialized. For internal use only.
 */
ngAfterViewInit() {
    this._setUpdateStrategy();
}

/**
 * The directive instance.
 */
get formDirective() {
    return this;
}

/**
 * The internal `FormGroup` instance.
 */
get control() {
    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 is always an empty array.
 */
get path() {
    return [];
}

/**
 * Returns a map of the controls in this group.
 */
get controls() {
    return this.form.controls;
}

/**
 * Returns the 'FormControl' instance from the provided 'NgModel' directive instance.
 */
getControl(dir: NgModel) {
    return this.form.get(dir.path);
}

/**
 * Adds a new `NgModelGroup` directive instance to the form.
 */
addFormGroup(dir: NgModelGroup) {
    const container = this._findContainer(dir.path);
    const group = new FormGroup({});
    setUpFormContainer(group, dir);
    container.registerControl(dir.name, group);
    group.updateValueAndValidity({emitEvent: false});
}

/**
 * Removes the 'NgModelGroup' directive instance from the form.
 */
removeFormGroup(dir: NgModelGroup) {
    const container = this._findContainer(dir.path);
    if (container) {
        container.removeControl(dir.name);
    }
}

/**
 * Retrieves the 'FormGroup' for a provided 'NgModelGroup' directive instance.
 */
getFormGroup(dir: NgModelGroup) {
    return this.form.get(dir.path);
}

/**
 * Sets the new value for the provided 'NgControl' directive.
 */
updateModel(dir: NgControl, value: any) {
    const ctrl = this.form.get(dir.path);
    ctrl.setValue(value);
}

/**
 * Method called when the "submit" event is triggered on the form.
 */
onSubmit($event: Event) {
    this.submitted = true;
    syncPendingControls(this.form, this._directives);
    this.ngSubmit.emit($event);
    return false;
}

/**
 * Method called when the "reset" event is triggered on the form.
 */
onReset() {
    this.resetForm();
}

/**
 * Resets the form to an initial value and resets its submitted status.
 */
resetForm(value: any = undefined) {
    this.form.reset(value);
    this.submitted = false;
}

private _setUpdateStrategy() {
    if (this.options.updateOn != null) {
        this.form._updateOn = this.options.updateOn;
    }
}

private _findContainer(path: string[]) {
    path.pop();
    return path.length ? <FormGroup>this.form.get(path) : this.form;
}
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 !:

  /**
   * @description
   * An array of synchronous validators for the group
   *
   * @internal
   */
  // TODO(issue/24571): remove '!'.
  _validators !:

  /**
   * @description
   * An array of async validators for the group
   *
   * @internal
   */
  // TODO(issue/24571): remove '!'.
  _asyncValidators !:

  /**
   * @description
   * The `FormGroup` bound to this directive.
   */
  get control(): FormGroup {
    return this.formDirective !.getFormGroup(this);
  }

  /**
   * @description
   * The path to this group from the top-level directive.
   */
  get path(): string {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent);
  }

  /**
   * @description
   * The top-level directive for this group if present, otherwise null.
   */
  get formDirective(): Form|null {
    return this._parent ? this._parent.formDirective : null;
  }

  /**
   * @description
   * The synchronous validators registered with this group.
   */
  get validator(): ValidatorFn|null {
    return composeValidators(this._validators);
  }

  /**
   * @description
   * The async validators registered with this group.
   */
  get asyncValidator(): AsyncValidatorFn|null {
    return composeAsyncValidators(this._asyncValidators);
  }

  /** @internal */
  _checkParentType(): void {
    return this._checkParentType();
  }
}

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 */

import {FormErrorExamples as Examples} from './error_examples';

export class TemplateDrivenErrors {
  static modelParentException(): void {
    throw new Error(`
      ngModel cannot be used to register form controls with a parent formGroup directive. Try using `)

  static formGroupNameException(): void {
    throw new
  }

  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:

      

      

      Or, if you'd like to avoid registering this form control, indicate that it's standalone in ngModelOptions:

      Example:

      

      

    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(): void {
        throw new Error(`
      `)

      

    If ngModelGroup is used within a form, either the name attribute must be set or the form control must be defined as 'standalone' in ngModelOptions.

      Example 1: <input [(ngModelGroup)]="person.firstName">
      Example 2: <input [(ngModelGroup)]="person.firstName">

      [ngModelGroup] from ' ./model';

      export {AbstractFormGroupDirective} from ' ./abstract_form_group_directive';
      import {ControlContainer} from ' ./control_container';
      import {NgForm} from ' ./ng_form';
      import [NG_ASYNC_VALIDATORS, NG_VALIDATORS] from ' ./validators';

The `ngModelGroup` directive is used to create and bind a `FormGroup` instance to a DOM element. 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"`).

### Consuming controls in a grouping

The following example shows you how to combine controls together in a sub-group of the form:

```typescript
// CheckParentType(): void {
  if (!(this._parent instanceof NgModelGroup) && !(this._parent instanceof NgForm)) { // TemplateDrivenErrors.modelGroupParentException();
    return; // Remove '!'.
  }
  this._validators = validators; this._asyncValidators = asyncValidators;
  this._checkParentType();
}
```

The `ngModelGroup` selector exports a `ControlContainer` and `NG_VALIDATORS` validators. The `#myGroup` input is used to set the name of the `NgModelGroup` bound to the directive. The name corresponds to a key in the parent `NgForm`. Remove `!` on `@Input`.

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.

To inspect the properties of the associated `FormGroup` (like validity state), export the directive into a local template variable using `NgModelGroup` (ex: `#myGroup="ngModelGroup"`).
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`. When using the `ngModel` within `<form>` tags, you'll also need to supply a `name` attribute so that the control can be registered with the parent form under that name. In the context of a parent form, it's often unnecessary to include one-way or two-way binding, as the parent form syncs the value for you. You access its properties by exporting it into a local template variable using `NgForm` such as (`#f="\$ngForm"`). Use the variable where needed on form submission. If you do need to populate initial values into your form, using a one-way binding for `ngModel` tends to be sufficient as long as you use the exported form's value rather than the domain model's value on submit. Using `ngModel` within a form has the following example shows controls using `ngModel` within a form:

```html
<input name="login" ngModel placeholder="Login">
<input type="checkbox" ngModel [ngModelOptions]="{standalone: true}">
```

### 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. When using `ngModel` within a form, you'll also need to supply a `name` attribute so that the control can be registered with the parent form under that name.

```html
<form>
  <my-person-control name="Nancy" ngModel [ngModelOptions]="{name: 'user'}">
  </my-person-control>
</form>
```

### Using a standalone `ngModel`

Within a group

#### Using ngModel on a standalone control

The following example shows how to use a standalone `ngModel` control within a form. This controls the display of the form, but doesn't contain form data. If you 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 has the following example shows controls using `ngModel` within a form:

```html
<form>
  <input name="login" ngModel placeholder="Login">
  <input type="checkbox" ngModel [ngModelOptions]="{standalone: true}">
</form>
```

### Using ngModel within a group

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. If you 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 has the following example shows controls using `ngModel` within a form:

```html
<form>
  <input name="login" ngModel placeholder="Login">
  <input type="checkbox" ngModel [ngModelOptions]="{standalone: true}">
</form>
```

### 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. When using `ngModel` within a form, you'll also need to supply a `name` attribute so that the control can be registered with the parent form under that name.

```html
<form>
  <my-person-control name="Nancy" ngModel [ngModelOptions]="{name: 'user'}">
  </my-person-control>
</form>
```

### Using a standalone `ngModel` within a group

Within a group

#### Using ngModel on a standalone control

The following example shows how to use a standalone `ngModel` control within a form. This controls the display of the form, but doesn't contain form data. If you 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 has the following example shows controls using `ngModel` within a form:

```html
<form>
  <input name="login" ngModel placeholder="Login">
  <input type="checkbox" ngModel [ngModelOptions]="{standalone: true}">
</form>
```
this.control.disabled) {
  this.control.enable();
}

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 */

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

/**
 * @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};

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 */

import {Directive, EventEmitter, Inject, InjectionToken, Input, OnChanges, Optional, Output, Self, SimpleChanges, forwardRef} from '@angular/core';

import {FormControl} from '../../model';
import {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../../validators';
import {ControlValueAccessor, NG_VALUE_ACCESSOR} from '../control_value_accessor';
import {NgControl} from '../ng_control';
import {ReactiveErrors} from '../reactive_errors';
import {_ngModelWarning, composeAsyncValidators, composeValidators, isPropertyUpdated, selectValueAccessor, setUpControl} from '../shared';
import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from '../validators';

/**
 * Token to provide to turn off the ngModel warning on formControl and formControlName.
 */
export const NG_MODEL_WITH_FORM_CONTROL_WARNING = new InjectionToken('NgModelWithFormControlWarning');

export const formControlBinding: any = {
  provide: NgControl,
  useExisting: forwardRef(() => FormControlDirective)
};

/**
 * @description
 * * Syncs a standalone `FormControl` instance to a form control element.
 * 
 * @see 
 * @see `FormControl`
 * @see `AbstractControl`
 *
 * @usageNotes
 *
 * ### Registering a single form control
 * 
 * The following examples shows how to register a standalone control and set its value.
 *
 * ```
 * {@example forms/ts/simpleFormControl/simple_form_control_example.ts region='Component'}
 * ```
 *
 * ### Use with ngModel
 *
 * Support for using the `ngModel` input property and `ngModelChange` event with reactive form directives has been deprecated in Angular v6 and will be removed in a future version of Angular v6. 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 use template-driven directives and get/set values using reactive forms patterns. If you switch over to template-driven directives, you'll have to think carefully about how to handle value updates in your component.
 *
 * @ngModule ReactiveFormsModule
 * @publicApi
 */
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```typescript
/*
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 * found in the LICENSE file at https://angular.io/license
 */

import {Directive, EventEmitter, Inject, Input, 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
```
* Adds a new `FormArrayName` directive instance to the form.

```typescript
/*
 * @param dir The `FormArrayName` directive instance.
 */
addFormArray(dir: FormArrayName): void {
  this.form.get(dir.path)!
  setUpFormContainer(ctrl, dir);
  ctrl.updateValueAndValidity({emitEvent: false});
}
```

- **removeFormArray(dir: FormArrayName): void**
  - Replaces the `FormArrayName` directive instance.

```typescript
/*
 * @param dir The `FormArrayName` directive instance.
 */
removeFormArray(dir: FormArrayName): void {
  this.form.get(dir.path)!
  cleanUpControl(dir.control, dir);
  if (dir.control) setUpControl(dir.control, dir);
  (dir as {control: FormControl}).control = dir.control;
}
```

**FormArray**

```typescript
<FormArray> this.form.get(dir.path) !
```

* Sets the new value for the `FormControlName` directive.

```typescript
/*
 * @param dir The `FormControlName` directive instance.
 */
updateModel(dir: FormControlName, value: any): void {
  const ctrl = this.form.get(dir.path);
  ctrl.setValue(value);
}
```

**AbstractFormGroupDirective**

```typescript
FormGroupDirective.from('form', this.directives);
```

* Syncs pending controls.

```typescript
syncPendingControls(this.form, this.directives);
```

**ReactiveErrors**

```typescript
ReactiveErrors.missingFormException();
```

- **ControlContainer**
  - UseExisting: forwardRef() from '@angular/core';
  - onImport(func) from '@angular/forms';

**ControlPath**

```typescript
[this.form, this.directives].forEach(dir => {
  const newCtrl = this.form.get(dir.path);
  if (dir.control !== newCtrl) {
    cleanUpControl(dir.control, dir);
    if (newCtrl) setUpControl(newCtrl, dir);
    (dir as {control: FormControl}).control = newCtrl;
  }
});
```

**AbstractFormGroupDirective**

```typescript
FormGroupDirective.from(form, this.directives);
```

- **@ControlContainer**
  - onImport(func) from '@angular/forms';
  - onExport() from 'form';

---

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The following example registers a nested `FormGroup` within an existing `FormGroup` and provides methods to retrieve the nested `FormGroup` and individual controls.

```typescript
FormGroup.

The following example registers a nested `FormGroup` within an existing `FormGroup`, and provides methods to retrieve the nested `FormGroup` and individual controls.

```typescript
{@example forms/ts/nestedFormGroup/nested_form_group_example.ts region='Component'}

```typescript
FormGroupName extends AbstractFormGroupDirective implements OnInit, OnDestroy {
  /**
   * @description
   * Tracks the name of the 'FormGroup' bound to the directive. The name corresponds to a key in
   * the parent 'FormGroup' or 'FormArray'. This directive accepts a name as a string or a name.
   * The name in the form of a string is useful for individual forms, while the numerical form allows
   * for form groups to be bound to indices when iterating over groups in a 'FormArray'.
   * @param {string | number} name
   * @param {number} index
   */
  constructor(
    @Optional() @Host() @SkipSelf() parent: ControlContainer,
    @Optional() @Self() @Inject(NG_VALIDATORS) validators: any[],
    @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) asyncValidators: any[]
  ) {
    super();
    this._parent = parent;
    this._validators = validators;
    this._asyncValidators = asyncValidators;
  }

  ngOnInit(): void {
    this._checkParentType();
    this.formDirective.addFormArray(this);
  }

  ngOnDestroy(): void {
    if (this.formDirective) {
      this.formDirective.removeFormArray(this);
    }
  }

  get control(): FormArray { return this.formDirective.getFormArray(this); }

  /**
   * The top-level directive for this group if present, otherwise null.
   */
  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.
   */
  get path(): string[] {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent);
  }

  /**
   * The synchronous validator function composed of all the synchronous validators registered with
   * this directive.
   */
  get validator(): ValidatorFn|null { return composeValidators(this._validators); }

  /**
   * The asynchronous validator function composed of all the asynchronous 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 FormArrayName) &&
    !(parent instanceof FormControlName);}

/**
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 *
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 */

import {Directive, EventEmitter, Host, Inject, Input, OnChanges, OnDestroy,
    Optional, Output, Self, SimpleChanges, SkipSelf, forwardRef} from '@angular/core';

import {FormControl} from '../../model';
import {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../../validators';
import {AbstractFormGroupDirective} from '../abstractFormGroupDirective';
import {ControlContainer} from '../controlContainer';
import {ControlValueAccessor, NG_VALUE_ACCESSOR} from '../controlValueAccessor';
import {NgControl} from '../ngControl';
import {ReactiveErrors} from '../reactiveErrors';
import {_ngModelWarning, composeAsyncValidators, composeValidators, controlPath,
    isPropertyUpdated, selectValueAccessor} from '../shared';
import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from '../validators';

import {NG_MODEL_WITH_FORM_CONTROL_WARNING} from './formControlDirective';
import {FormGroupDirective} from './formGroupDirective';
import {FormArrayName, FormGroupName} from './formGroupName';

export const controlNameBinding: any = {
    provide: NgControl,
    useExisting: forwardRef(() => FormControlName)
};

/**
 * @description
 * Syncs a `FormControl` in an existing `FormGroup` to a form control
 * element by name.
 * 
 * @see 
 * ```
 * ```
 *
 * @usageNotes
 * 
 * ### Register `FormControl` within a group
 *
 * The following example shows how to register multiple form controls within a form
 * group and set their value.
 *
 * ```html
 * ```
 *
 * ```ts
 * ```
 *
 * By default, if you change a value in the form control, you will see a deprecation
 * warning. This is because the reactive form changes, and you need to update
 * your code accordingly to suppress this warning. You can do this by adding the
 * following import to your module:
 *
 * ```ts
 * ```
 *
 * Alternatively, you can choose to handle the warning yourself by using a
 * `@NamedQuery` in the `formGroup` directive. This can help to
 * track down where in the code
 * the pattern is being used as the code is being

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!(this._parent instanceof FormArrayName)) { \n ReactiveErrors.controlParentException();\n }\n }\n private
 setUpControl() { \n this._checkParentType();\n (this as [control: FormControl]).control =
 this.formDirective.addControl(this);\n }\n if (this.control.disabled & & this.valueAccessor != this._valueAccessor) {\n this.valueAccessor.setDisabledState(true);\n }\n this._added = true;\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\n * can be found in the LICENSE file at https://angular.io/license\n */\n
import {Directive, Input, OnChanges, SimpleChanges, StaticProvider, forwardRef} from '@angular/core';\nimport {Observable} from 'rxjs';\n
import {AbstractControl} from '../model';\nimport {NG_VALIDATORS, Validators} from '../validators';

/**\n * @description\n * Defines the map of errors returned from failed validation checks.\n * *\n * @publicApi\n */
export type ValidationErrors = {\n }\n
/**\n * @description\n * An interface implemented by classes\n * that perform synchronous validation.\n * *\n * @publicApi\n */
export interface Validator {\n validate(control: AbstractControl): ValidationErrors|null;\n
/**\n * @description\n * Registers a callback function to call when the validator inputs change.\n * *\n * @param fn The callback function\n * *\n * @publicApi\n */
registerOnValidatorChange?(fn: () => void): void;

/**\n * @description\n * Method that performs asynchronous validation against the provided control.\n * *\n * @param control The control to validate against.\n * *\n * @returns A map of validation errors if validation fails,\n * otherwise null.\n * @publicApi\n */
validate(control: AbstractControl): Observable<ValidationErrors|null>!

/**\n * @description\n * Provider which adds `RequiredValidator` to the `NG_VALIDATORS` multi-provider list.\n * *\n * @publicApi\n */
export const REQUIRED_VALIDATOR: StaticProvider = {
 provide: NG_VALIDATORS,
 useExisting: forwardRef(() => RequiredValidator),
 multi: true,
}

/**\n * @description\n * A directive that\n * adds the `required` validator to any controls marked with the\n * `required` attribute. The directive is provided with\n * the `NG_VALIDATORS` multi-provider list.\n * *\n * @publicApi\n */
@Directive({\n selector: ':not([type=checkbox])\n [\n required\n ]\n [\n formControlName\n ],\n [\n required\n ]\n [\n formControl\n ],\n [\n required\n ]\n [\n ngModel\n ]\n [\n @\n Input\n ]\n get
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 *
@Directive({
  selector: '[minlength][formControlName],[minlength][formControl],[minlength][ngModel]',

  providers:

  [MIN_LENGTH_VALIDATOR],
  host: {\'attr.minlength\': \'minlength \? minlength : \'null\'\}'
})

export class MinLengthValidator implements Validator, OnChanges {
  \n  private _validator !: ValidatorFn;
  \n  private _onChange !: () => void;
  \n  /**
   * Tracks changes to the the minimum length bound to this directive.
   */
  \n  ngOnChanges(changes: SimpleChanges): void {
    \n    if ('minlength' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * 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));
  }
}

/**
 * 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,\n
  useExisting: forwardRef(() => PatternValidator),
  multi: true,

  useExisting: forwardRef(() => PatternValidator),
  multi: true,

  useExisting: forwardRef(() => PatternValidator),
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  multi: true,

  useExisting: forwardRef(() => PatternValidator),
  multi: true,
Validation](guide/form-validation)\n\n```html
<input name="firstName" ngModel pattern="[a-zA-Z ]*">
```\n
import {Injectable} from '@angular/core';

import {AsyncValidatorFn, ValidatorFn} from './directives/validators';
import {AbstractControl, AbstractControlOptions, FormArray, FormControl, FormGroup, FormHooks} from './model';

function isAbstractControlOptions(options: AbstractControlOptions | {[key: string]: any}): options is AbstractControlOptions {
}

/**
 * @description
 * Creates an `AbstractControl` from a user-specified configuration.
 * The `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,
 * `FormGroup`, or `FormArray`. It reduces the amount of boilerplate needed to build complex
 * forms.
 * @see [Reactive Forms Guide](/guide/reactive-forms)
 */
@Injectable()
export class FormBuilder {

  /**
   * @description
   * Construct a new `FormGroup` instance.
   * @param
   * controlsConfig A collection of child controls. The key for each child is the name
   * under which it is registered.
   * @param options Configuration options object for the `FormGroup`. The object can
   * have two shapes:
   * 1) `AbstractControlOptions` object (preferred), which consists of:
   * * `validators`: A synchronous
   *   validator function, or an array of validator functions
   * * `asyncValidators`: A single async validator or array of
   *   async validator functions
   * * `updateOn`: The event upon which the control should be updated (options: 'change'
   *   | 'blur' | 'submit')
   * 2) Legacy configuration object, which consists of:
   *   `validator`: A synchronous
   *   validator function, or an array of
   *   validator functions
   *   `asyncValidator`: A single async validator or array of
   *   async validator functions
   * * `description` 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
   * * `description` A collection of child controls. The key for each child is the name
   * under which it is registered.
   */
  group(controlsConfig: {[key: string]: any}, options: AbstractControlOptions | {[key: string]: any} | null = null): FormGroup {
    const controls = this._reduceControls(controlsConfig);

    let validators: ValidatorFn | ValidatorFn[] = null;
    let asyncValidators: AsyncValidatorFn | AsyncValidatorFn[] = null;
    let updateOn: FormHooks = undefined;

    if (options !== null) {
      if (isAbstractControlOptions(options)) {
        // `options` are `AbstractControlOptions`
        validators = options.validators != null ? options.validators : null;
        asyncValidators = options.asyncValidators != null ? options.asyncValidators : null;
      } else { // `options` are legacy form group options
        validators = options.validators != null ? options.validators : null;
        asyncValidators = options.asyncValidators != null ? options.asyncValidators : null;
      } else { // `options` are
        // `controlsConfig` is not an object
        if (isAbstractControlOptions(options)) {
          // `options` are
          validators = options.validators != null ? options.validators : null;
          asyncValidators = options.asyncValidators != null ? options.asyncValidators : null;
        } else { // `options` are legacy form group options
          validators = options.validators != null ? options.validators : null;
          asyncValidators = options.asyncValidators != null ? options.asyncValidators : null;
        }
      }
    }

    return new FormGroup(controls, {validators, asyncValidators, updateOn});
  }

  /**
   * @description
   * Construct a new `FormControl` with the given state, validators and options.
   * @param
   * formState The state of the control. It can be
   * either:
   * 1) a string
   * 2) an object that contains:
   * * `value`: The state of the control
   * * `disabled`: A boolean value indicating whether the control is
   * disabled
   * @param
   * validators Configuration options for the `FormControl`. 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
   */
  control(formState: string | {value: any, disabled: boolean}, options: AbstractControlOptions | {validator: ValidatorFn | ValidatorFn[], asyncValidator: AsyncValidatorFn | AsyncValidatorFn[], updateOn: FormHooks} | null = null): FormControl {
    return new FormControl(formState, options != null ? options.validators || options.validators : null);
  }
}
```typescript
return {
    ngModule: ReactiveFormsModule,
    providers: [{
      provide: NG_MODEL_WITH_FORM_CONTROL_WARNING,
      useValue: opts.warnOnNgModelWithFormControl
    }]
  };
```

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

/**
 * @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_groupDirective';
export {CheckboxControlValueAccessor} from './directives/checkbox_value_accessor';
export {ControlContainer} from './directives/control_container';
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, NgControlStatus, NgControlStatusGroup} 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 {ɵNgNoValidate} from './directives/ng_no_validate_directive';
export {NumberValueAccessor} from './directives/number_value_accessor';
export {RadioControlValueAccessor} from './directives/radio_control_value_accessor';
export {RangeValueAccessor} from './directives/range_value_accessor';
export {FormControlDirective} from './directives/reactive_directives/form_control_directive';
export {FormControlName} from './directives/reactive_directives/form_control_name';
export {FormGroupDirective} from './directives/reactive_directives/form_group_directive';
export {FormArrayName} 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 {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';

/**
 * 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';
```

---

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ControlValueAccessor

```ts
/**
 * Defines an interface that acts as a bridge between the Angular forms API and an native element in the DOM.
 * This method is called by the forms API to write to the view when programmatic changes from model to view are requested.
 * The following example stores the provided function as an internal method.
 * The class should consider the disabled property as an appropriate DOM element.
 * The following is an example of writing the disabled property to a native DOM element.
 * See `DefaultValueAccessor` for how to implement one.
 */

export interface ControlValueAccessor {
  writeValue(obj: any): void;
  registerOnChange(fn: any): void;
  registerOnTouched(fn: any): void;
  setDisabledState?(isDisabled: boolean): void;
}

/**
 * Used to provide a `ControlValueAccessor` for form controls.
 */

export const NG_VALUE_ACCESSOR = new InjectionToken<ControlValueAccessor>('NgValueAccessor');
```
writing a value and listening to changes on a checkbox input.* element.

### Using a checkbox with a reactive form.

The following example shows how to use a checkbox with a reactive form.

```
<formControlControl(emailForm):=
开办
```

```
constructor(private

constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {

  /**
   * @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 = () => {};

  /**
   * Sets the \`checked\` property on the input element.
   */
  writeValue(value: any): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'checked', value);
  }

  /**
   * Registers a function called when the control value changes. *\n   * @param fn The callback function
   */
  registerOnChange(fn: (_: any) => {}): void {
    this.onChange = fn;
  }

  /**
   * Registers a function called when the control is touched.
   * @param fn The callback function
   */
  registerOnTouched(fn: () => {}): void {
    this.onTouched = fn;
  }

  /**
   * Sets the \`disabled\` property on the input element.
   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }
}
```
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 fn 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.
* returns the control that backs this directive. Most properties fall through to that instance.
* @param fn The callback function
} *
*/
abstract get control(): AbstractControl|null;

/** *
@publicApi
*/
export abstract class AbstractControlDirective {
 /** *
 * A reference to the underlying control.
 *
 * This class is only used internally in the \`ReactiveFormsModule\` and the \`FormsModule\`.
 *
 * 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 '@angular/forms';
import {ValidationErrors} from './validators';

/** *
 * Base class for control directives.
 *
 * This class is only used internally in the \`ReactiveFormsModule\` and the \`FormsModule\`.
 *
 * 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
Error('unimplemented')

/**
 * @description
 * A base class that all control "FormControl"-based directives extend. It binds a 'FormControl' object to a DOM element.
 */

export abstract class NgControl extends AbstractControlDirective {
  /**
   * @description
   * The parent form for the control.
   */
  _parent: ControlContainer

  /**
   * @description
   * The name for the control.
   */
  name: string

  /**
   * @description
   * The value accessor for the control.
   */
  valueAccessor: ControlValueAccessor

  /**
   * @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

  /**
   * @description
   * The registered async validator function for the control.
   */
  get asyncValidator(): AsyncValidatorFn

  /**
   * @description
   * The callback method to update the model from the view when requested.
   */
  abstract viewToModelUpdate(newValue: any): void;
}

/**
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 *
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 */

import {Directive, Self} from '@angular/core';
import {AbstractControlDirective} from './abstract_control_directive';
import {ControlContainer} from './control_container';
import {NgControl} from './ng_control';

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;
}
}

export const 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.
 *
 * @usageNotes
 *
 * ### CSS classes applied
 *
 * The following classes are applied as the properties become true:
 *
 * * ng-valid
 * * ng-invalid
 * * ng-pending
 * * ng-pristine
 * * ng-dirty
 * * ng-untouched
 * * ng-touched
 *
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({
  selector: '[formControlName],[ngModel],[formControl]', host: ngControlStatusHost
})
export class NgControlStatus {
  constructor(@Self() cd: NgControl) {
    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;
}
}

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 */

import {InjectionToken, ɵisObservable as isObservable, ɵisPromise as isPromise} from '@angular/core';
import {Observable, forkJoin, from} from 'rxjs';
import {map} from 'rxjs/operators';
import {AsyncValidatorFn, ValidationErrors, Validator, ValidatorFn} from './directives/validators';
import {AbstractControl, FormControl} from './model';

function
isEmptyInputValue(value: any): boolean { 
  // we don't check for string here so it also works with arrays
  return value == null || value.length === 0;
}

/**
 * @description
 * 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 (`.`) and
 * periods (`.`)).
 * - A 'label' cannot begin or end with a dash (`-`) or a period (`.`).
 * - The whole address cannot be longer than 254 characters.
 * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
 * - The local-part must be non-empty.
 * - The top-level domain (`tld`) must be non-empty.
 * - An address can contain no more than 255 characters in total.
 */
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)
 */
export class Validators {
  /**
   * @description
   * Validator that requires the control's value to be greater than or equal to the provided number.
   * The validator exists only as a function and not as a directive.
   * @usageNotes
   * ### Validate against a minimum of 3
   * ```typescript
   * const control = new FormControl(2, Validators.min(3));
   *
   * console.log(control.errors); // {min: {min: 3, actual: 2}}
   * ```
   * @returns A validator function that returns an error map with the `min` property if the validation check fails, otherwise `null`.
   * @see `updateValueAndValidity()`
   */
  static min(min: number): ValidatorFn {
    return (control: AbstractControl): ValidationErrors | null => {
      return !isNaN(control.value) && control.value < min ? {'min': {'min': min, 'actual': control.value}} : null;
    };
  }

  /**
   * @description
   * Validator that requires the control's value to be less than or equal to the provided number.
   * The validator exists only as a function and not as a directive.
   * @usageNotes
   * ### Validate against a maximum of 15
   * ```typescript
   * const control = new FormControl(16, Validators.max(15));
   *
   * console.log(control.errors); // {max: {max: 15, actual: 16}}
   * ```
   * @returns A validator function that returns an error map with the `max` property if the validation check fails, otherwise `null`.
   * @see `updateValueAndValidity()`
   */
  static max(max: number): ValidatorFn {
    return (control: AbstractControl): ValidationErrors | null => {
      return !isNaN(control.value) && control.value > max ? {'max': {'max': max, 'actual': control.value}} : null;
    };
  }

  /**
   * @description
   * 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 (`.`).
   * - The whole address cannot be longer than 254 characters.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
   * - An address can contain no more than 255 characters in total.
   * - The `label` part is case-insensitive, e.g. `example.com` and `EXAMPLE.com` are equivalent.
   * - The local-part must be non-empty.
   * - The top-level domain (`tld`) must be non-empty.
returns an error map with the 'max' property if the validation check fails, otherwise 'null'.

`processFloat(control.value):` returns `null`. If the validation check fails, otherwise `null`.

`const value = parseFloat(control.value);` is NaN after parsing should be treated as not
maximum, per the HTML 5 specification, the HTML5 `max` attribute:

- Disallow `value` to begin or end with a period ('.').
- Disallow `value` 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.

If this pattern does not satisfy your business needs, you can use `Validators.pattern()` to
validate the value against a different pattern.

Validator that requires the control's value pass an email validation test.
`console.log(control.value);` returns an error map with the 'email' property
if the validation check fails, otherwise 'null'.

`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
  // maximum, per the HTML5 specification, the HTML5 `max` attribute:

  - Disallow `value` to begin or end with a period ('.').
  - Disallow `value` 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.

  If this pattern does not satisfy your business needs, you can use `Validators.pattern()` to
  validate the value against a different pattern.

Validator that requires the control's value be true. This validator is commonly used for required checkboxes.

`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
  // maximum, per the HTML5 specification, the HTML5 `max` attribute:

  - Disallow `value` to begin or end with a period ('.').
  - Disallow `value` 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.

  If this pattern does not satisfy your business needs, you can use `Validators.pattern()` to
  validate the value against a different pattern.
ValidationErrors|null {
  let res: {[key: string]: any} = {};

  res = errors != null ? [...res, !...errors] : res;

  return Object.keys(res).length === 0 ? null : res
}

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 */

import {AbstractControl} from '../model';
import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from './validators';

export function normalizeValidator(validator: ValidatorFn | Validator): ValidatorFn {
  if ((<Validator>validator).validate) {
    return (c: AbstractControl) => (<Validator>validator).validate(c);
  } else {
    return <ValidatorFn>validator;
  }
}

export function normalizeAsyncValidator(validator: AsyncValidatorFn | AsyncValidator): AsyncValidatorFn {
  if ((<AsyncValidator>validator).validate) {
    return (c: AbstractControl) => (<AsyncValidator>validator).validate(c);
  } else {
    return <AsyncValidatorFn>validator;
  }
}

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 */

import {Directive, ElementRef, Renderer2, forwardRef} from '@angular/core';

import {ControlValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';
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.

```typescript
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]);
    this._accessors.splice(i, 1); return true;
  }
}
```

For internal use only.

```typescript
RadioControlRegistry {
  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 true;
      }
    }
  }
}
```

For internal use only.

```typescript
RadioControlRegistry {
  select(accessor: RadioControlValueAccessor) {
    this._accessors.forEach((c) => {
      if (this._isSameGroup(c, accessor) && c[1] !== accessor) {
        c[1].fireUncheck(accessor.value);
      }
    });
  }
}
```

For internal use only.

```typescript
RadioControlRegistry {
  _isSameGroup(controlPair: [NgControl, RadioControlValueAccessor], accessor: RadioControlValueAccessor): boolean {
    if (!controlPair[0].control) return false;
    return this._registry.add(controlPair[0], controlPair[1]);
  }
}
```

For internal use only.

```typescript
@Directive({
  selector: 'input[type=radio][formControlName], input[type=radio][ngModel]',
  host: {'(change)': 'onChange()', '(blur)': 'onTouched()'},
  providers: [RADIO_VALUE_ACCESSOR]
})
export class RadioControlValueAccessor implements ControlValueAccessor, OnDestroy, OnInit {
  /** @internal */
  _state: boolean;
  /** @internal */
  _control: NgControl;
  /** @internal */
  _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. */
  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`. */
  formControlName: string;

  /** @description @ Tracks the value of the radio input element. */
  value: any;

  constructor(private _renderer: Renderer2, private _elementRef: ElementRef, private _registry: RadioControlRegistry, private _injector: Injector) {
    this._control = this._injector.get(NgControl);
    this._checkName();
    this._registry.add(this._control, this);
  }

  ngOnInit(): void {
    this._control = this._injector.get(NgControl);
    this._checkName();
    this._registry.add(this._control, this);
  }

  ngOnDestroy(): void {
    this._registry.remove(this);
  }

  writeValue(value: any): void {
    this._state = value === this.value;
    this._renderer.setProperty(this._elementRef.nativeElement, 'checked', this._state);
  }

  registerOnChange(fn: (_: any) => {}): void {
    this._fn = fn;
    this._renderer.writeValue((_: any) => { this._fn(?); });
  }

  registerOnTouched(fn: () => {}): void {
    this._renderer.setTouched();
  }

  setDisabledState(isDisabled: boolean): void {
    this._renderer.setDisabled(isDisabled);
  }
}
```
this.name !== this.formControlName) {\n
this._throwNameError();\n }\n if (!this.name &&
this.formControlName) this.name = this.formControlName;\n }\n\n private _throwNameError(): void {\n throw
new Error(`\n
If you define both a name and a formControlName attribute on your radio button, their values\n
must match. Ex: <input type=\"radio\" formControlName=\"food\" name=\"food\">\n `);\n }\n}\n","/**\n *
@license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MITstyle license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive,
ElementRef, Renderer2, StaticProvider, forwardRef} from '@angular/core';\n\nimport {ControlValueAccessor,
NG_VALUE_ACCESSOR} from './control_value_accessor';\n\nexport const RANGE_VALUE_ACCESSOR:
StaticProvider = {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(() =>
RangeValueAccessor),\n multi: true\n};\n\n/**\n * @description\n * The `ControlValueAccessor` for writing a
range value and listening to range input changes.\n * The value accessor is used by the `FormControlDirective`,
`FormControlName`, and `NgModel`\n * directives.\n *\n * @usageNotes\n *\n * ### Using a range input with a
reactive form\n *\n * The following example shows how to use a range input with a reactive form.\n *\n * ```ts\n *
const ageControl = new FormControl();\n * ```\n *\n * ```\n * <input type=\"range\"
[formControl]=\"ageControl\">\n * ```\n *\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n
* @publicApi\n */\n@Directive({\n selector:\n
'input[type=range][formControlName],input[type=range][formControl],input[type=range][ngModel]',\n host: {\n
'(change)': 'onChange($event.target.value)',\n '(input)': 'onChange($event.target.value)',\n '(blur)':
'onTouched()'\n },\n providers: [RANGE_VALUE_ACCESSOR]\n})\nexport class RangeValueAccessor
implements ControlValueAccessor {\n /**\n * @description\n * The registered callback function called when a
change or input event occurs on the input\n * element.\n */\n onChange = (_: any) => {};\n\n /**\n *
@description\n * The registered callback function called when a blur event occurs on the input element.\n */\n
onTouched = () => {};\n\n constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}\n\n
/**\n * Sets the \"value\" property on the input element.\n *\n * @param value The checked value\n */\n
writeValue(value: any): void {\n this._renderer.setProperty(this._elementRef.nativeElement, 'value',
parseFloat(value));\n }\n\n /**\n * @description\n * Registers a function called when the control value
changes.\n *\n * @param fn The callback function\n */\n registerOnChange(fn: (_: number|null) => void): void
{\n this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); };\n }\n\n /**\n * @description\n *
Registers a function called when the control is touched.\n *\n * @param fn The callback function\n */\n
registerOnTouched(fn: () => void): void { this.onTouched = fn; }\n\n /**\n * Sets the \"disabled\" property on the
range input element.\n *\n * @param isDisabled The disabled value\n */\n setDisabledState(isDisabled:
boolean): void {\n this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\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\nexport const FormErrorExamples = {\n formControlName: `\n <div [formGroup]=\"myGroup\">\n
<input formControlName=\"firstName\">\n </div>\n\n In your class:\n\n this.myGroup = new FormGroup({\n
firstName: new FormControl()\n });`,\n\n formGroupName: `\n <div [formGroup]=\"myGroup\">\n
<div
formGroupName=\"person\">\n
<input formControlName=\"firstName\">\n
</div>\n </div>\n\n In
your class:\n\n this.myGroup = new FormGroup({\n
person: new FormGroup({ firstName: new FormControl()
})\n });`,\n\n formArrayName: `\n <div [formGroup]=\"myGroup\">\n
<div formArrayName=\"cities\">\n
<div *ngFor=\"let city of cityArray.controls; index as i\">\n
<input [formControlName]=\"i\">\n
</div>\n
</div>\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 });`,\n\n ngModelGroup:
`\n <form>\n
<div ngModelGroup=\"person\">\n
<input [(ngModel)]=\"person.name\"
name=\"firstName\">\n
</div>\n </form>`,\n\n ngModelWithFormGroup: `\n <div
[formGroup]=\"myGroup\">\n
<input formControlName=\"firstName\">\n
<input
[(ngModel)]=\"showMoreControls\" [ngModelOptions]=\"{standalone: true}\">\n </div>\n `\n};\n","/**\n *
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[FormErrorExamples as Examples] from `error_examples`\nunexport class ReactiveErrors {

  static controlParentException(): void { \n      throw new Error(`formControlName must be used with a parent
      formGroup directive. You'll want to add a formGroup\n      directive and pass it an existing FormGroup instance
      (you can create one in your class),Example:\n      \n      $(Examples.formGroupName)\n      \n      static ngModelGroupException(): void { \n        throw new Error(`formControlName cannot be used with an
        ngModelGroup parent. It is only compatible with parents\n        that also have a "form" prefix: formGroupName,\n        formArrayName, or formGroupName,\n        Option 1: Update the parent to formGroupName (reactive form
        strategy)\n        $(Examples.formGroupName)\n        \n        Option 2: Use ngModel instead of formControlName
        (template-driven strategy)\n        $(Examples.ngModelGroup)\n      }\n  }

  static missingFormException(): void {
    throw new Error(`formGroup expects a FormGroup instance. Please pass one in.\n    Example:\n    $(Examples.formGroupName)\n  }

  static groupParentException(): void {
    throw new Error(`formGroupName must be used with a parent formGroup directive. You'll want to add a formGroup\n    directive and pass it an existing FormGroup instance (you can create one in your class),Example:\n    $(Examples.formGroupName)\n  }

  static arrayParentException(): void {
    throw new Error(`formArrayName must be used with a parent formGroup directive. You'll want to add a formGroup\n    directive and pass it an existing FormGroup instance (you can create one in your class),Example:\n    $(Examples.formArrayName)\n  }

  static disabledAttrWarning(): void {
    console.warn(`
      It looks like you're using the disabled attribute with a reactive form directive. If you set disabled to true\n      when you set up this control in your component class, the disabled attribute will actually be set in the DOM for\n      you. We recommend using this approach to avoid 'changed after checked' errors.\n      Example: \n      form = new FormGroup({\n          first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),\n          last: new FormControl('Drew', Validators.required)\n      });\n    `);
  }

  static ngModelWarning(directiveName: string): void {
    console.warn(`
      It looks like you're using ngModel on the same form field as \n      ReactiveForm \n      directive, Example: \n      $(Examples.formGroupName)\n    `);
  }
}

/**
 * @license
 * Copyright Google Inc. All Rights
 * Reserved.
 *
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 * 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 _buildValueString(_extractId(valueString), undefined, undefined);
}

/**
 * @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.\n * \n * Using select controls in a reactive form:\n * \n * The following examples show how to use a select control in a reactive form:\n * \n * Using select controls in a template-driven form: \n * To use a select in a template-driven form, simply add an
 * `<select>` and a `name`\n * attribute to the main `\<select\>` tag:\n * \n * Angular uses object identity to select option. It's possible for the identities of items\n * to change while the data does not. This can happen, for example, if the items are produced\n * from an RPC to the server, and that RPC
 * is re-run. Even if the data hasn't changed, the\n * second response will produce objects with different identities.\n * To customize the default option comparison algorithm, `\<select\>` supports `\<select\>`'s `\<select\>` supports `\<select\>`'s

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'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' [ngValue]='{country.name}' [option]='c1.id === c2.id ? c1 : c2'>
  <option *ngFor='let country of countries'>
    {{country.name}}
  </option>
</select>
```

* ```ts
* const selectedCountriesControl = new FormControl();
* ```
*
* ```
* <select [compareWith]="compareFn">
*   <option *ngFor='let country of countries'>
*     {{country.name}}
*   </option>
* </select>
* ```
*
* ```ts
* 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 for selects in Firefox and IE:
* https://bugzilla.mozilla.org/show_bug.cgi?id=1024350
* @publicApi
*

```ts
@Directive({
  selector:
    'select:not([multiple])[formControl],select:not([multiple])[formControlName],
    select:not([multiple])[ngModel],
    select:not([multiple])[formControlPath],
    select:not([multiple])[formControlKey]
})
export class SelectControlValueAccessor implements ControlValueAccessor {
  value: any;
  /** @internal */
  _optionMap: Map<string, any> = new Map<string, any>();
  /** @internal */
  _idCounter: number = 0;

  /**
   * @description
   * 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.
   */
  onTouched = () => {};

  /**
   * @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;
  }

  constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

  /**
   * Sets the "value" property on the input element. The "selectedIndex"
   * property is also set if an ID is provided on the option element.
   */
  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);
  }

  /**
   * Registers a function called when the control value changes.
   */
  registerOnChange(fn: (value: any) => any): void {
    this.onChange = (valueString: string) => {
      this.value = this._getOptionValue(valueString);
      fn(this.value);
    };
  }

  /**
   * Registers a function called when the control is touched.
   */
  registerOnTouched(fn: () => any): void {
    this.onTouched = fn;
  }

  /**
   * Sets the "disabled" property on the select input element.
   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }

  /**
   * @description
   * Marks `option` as dynamic, so Angular can be notified when options change.
   */
  _registerOption(): string { return (this._idCounter++).toString();
  }

  /**
   * @description
   * Sets the id for the option element.
   */
  _getOptionId(value: any): string|null {
    for (const id of Array.from(this._optionMap.keys())) {
      if (this._compareWith(this._optionMap.get(id), value)) return id;
    }
    return null;
  }

  /**
   * @description
   * Tries to extract the options values.
   */
  _extractOptionsValueString(): any {
    return this._optionMap.values().map((option) => option.value);
  }

  /**
   * @description
   * The callback function
   */
  registerOnChange(fn: (value: any) => any): void {
    this.onChange = (valueString: string) => {
      this.value = this._getOptionValue(valueString);
      fn(this.value);
    };
  }

  /**
   * The callback function
   */
  registerOnTouched(fn: () => any): void {
    this.onTouched = fn;
  }
}
```

```ts
/**
 * @description
 * Marks `option` as dynamic, so Angular can be notified when options change.
 */
@Directive({
  selector: 'select:not([multiple])[formControl],select:not([multiple])[formControlName],
    select:not([multiple])[formControlPath],
    select:not([multiple])[formControlKey]
})
export class SelectControlValueAccessor implements ControlValueAccessor {
  value: any;
  /** @internal */
  _optionMap: Map<string, any> = new Map<string, any>();
  /** @internal */
  _idCounter: number = 0;

  /**
   * @description
   * 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.
   */
  onTouched = () => {};

  /**
   * @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;
  }

  constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

  /**
   * Sets the "value" property on the input element. The "selectedIndex"
   * property is also set if an ID is provided on the option element.
   */
  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);
  }

  /**
   * Registers a function called when the control value changes.
   */
  registerOnChange(fn: (value: any) => any): void {
    this.onChange = (valueString: string) => {
      this.value = this._getOptionValue(valueString);
      fn(this.value);
    };
  }

  /**
   * Registers a function called when the control is touched.
   */
  registerOnTouched(fn: () => any): void {
    this.onTouched = fn;
  }

  /**
   * Sets the "disabled" property on the select input element.
   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }

  /**
   * @description
   * Marks `option` as dynamic, so Angular can be notified when options change.
   */
  _registerOption(): string { return (this._idCounter++).toString();
  }

  /**
   * @description
   * Sets the id for the option element.
   */
  _getOptionId(value: any): string|null {
    for (const id of Array.from(this._optionMap.keys())) {
      if (this._compareWith(this._optionMap.get(id), value)) return id;
    }
    return null;
  }

  /**
   * @description
   * Tries to extract the options values.
   */
  _extractOptionsValueString(): any {
    return this._optionMap.values().map((option) => option.value);
  }

  /**
   * @description
   * The callback function
   */
  registerOnChange(fn: (value: any) => any): void {
    this.onChange = (valueString: string) => {
      this.value = this._getOptionValue(valueString);
      fn(this.value);
    };
  }

  /**
   * The callback function
   */
  registerOnTouched(fn: () => any): void {
    this.onTouched = fn;
  }
}
```

```ts
/**
 * @description
 * Marks `<option>` as dynamic, so Angular can be notified when options change.
 *
 * @see `SelectControlValueAccessor`
 *
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({
  selector: 'option'
})
export class NgSelectOption implements OnDestroy {
  /**
   * ID of the option element
   */
  id!: string;

  constructor(
      private _element: ElementRef, private _renderer: Renderer2,
      @Optional() @Host() private _select: SelectControlValueAccessor) {
    if (this._select) this.id = this._select._registerOption();
  }

  /**
   * Tracks the value bound to the option element.
   */
  set ngValue(value: any) {
    if (this._select == null) return;
    this._select._optionMap.set(this.id, value);
    this._setElementValue(_buildValueString(this.id, value));
  }
```
this._select.writeValue(this._select.value);
} 

/**
 * @description
 * Tracks simple string values bound to the option element.
 * For objects, use the `ngValue` input binding.
 */
@Input('value')
set value(value: any) {
  this._setElementValue(value);
  if (this._select) this._select.writeValue(this._select.value);
}

/**
 * @description
 * Lifecycle method called before the directive's instance is destroyed. For internal use only.
 */
@Input('value')
set ngOnDestroy(value: () => {}) {
  if (this._select) {
    this._select._optionMap.delete(this.id);
    this._select.writeValue(this._select.value);
  }
}

/**
 * @description
 * The current value
 */
value: any;

/** @internal */
_optionMap: Map<string, ɵNgSelectMultipleOption> = new Map<string, ɵNgSelectMultipleOption>();

/**
 * @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.
 */
check = (_: any) => {};

/**
 * @description
 * Sets the "value" property on one or more of the select's options.
 */
writeValue = (value: any) => {};

/**
 * @description
 * Lifecycle method called before the directive's instance is destroyed. For internal use only.
 */
@Input('value')
set ngOnDestroy(value: () => {}) {
  if (this._select) {
    this._select._optionMap.delete(this.id);
    this._select.writeValue(this._select.value);
  }
}

/**
 * @description
 * Tracks simple string values bound to the option element.
 * For objects, use the `ngValue` input binding.
 */
@Input('value')
set value(value: any) {
  this._setElementValue(value);
  if (this._select) this._select.writeValue(this._select.value);
}

/**
 * @description
 * Lifecycle method called before the directive's instance is destroyed. For internal use only.
 */
@Input('value')
set ngOnDestroy(value: () => {}) {
  if (this._select) {
    this._select._optionMap.delete(this.id);
    this._select.writeValue(this._select.value);
  }
}

/**
 * @description
 * The current value
 */
value: any;

/** @internal */
_optionMap: Map<string, ɵNgSelectMultipleOption> = new Map<string, ɵNgSelectMultipleOption>();

/**
 * @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.
 */
check = (_: any) => {};

/**
 * @description
 * Sets the "value" property on one or more of the select's options.
 */
writeValue = (value: any) => {};

/**
 * @description
 * Lifecycle method called before the directive's instance is destroyed. For internal use only.
 */
@Input('value')
set ngOnDestroy(value: () => {}) {
  if (this._select) {
    this._select._optionMap.delete(this.id);
    this._select.writeValue(this._select.value);
  }
}
**Registrates a function called when the control value changes**

* *writes an array of the selected options.*

```typescript
@description
* Registers a function called when the control value changes
* and writes an array of the selected options.

`*param fn The callback function*

`*param registerOnChange(fn: (value: any) => any): void { ...

`) const onChange = (...any) => {

` const options: HTMLCollection = options.item(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);

`)

```
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);
  dir.valueAccessor.setDisabledState(control.disabled);
  dir.valueAccessor.writeValue(control.value);
  dir.valueToModelUpdate(control.value);
}

function setUpFormContainer(control: FormGroup | FormArray, dir: AbstractFormGroupDirective | FormArrayName): void {
  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 _throwError(dir: AbstractControlDirective, message: string): void {
  let messageEnd: string;
  if (dir.path!.length > 1) {
    messageEnd = `path: '${dir.path!.join(' -> ')}'`;
  } else if (dir.path!.length > 0) {
    messageEnd = `name: '${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

const BUILTIN_ACCESSORS = [CheckboxControlValueAccessor, RangeValueAccessor, NumberValueAccessor, SelectControlValueAccessor, SelectMultipleControlValueAccessor, RadioControlValueAccessor, NgModel ];

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 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
  //
let controlToFind: AbstractControl|null = control;

path.forEach((name: string | number) => {
  if (controlToFind instanceof FormGroup) {
    controlToFind = controlToFind.controls.hasOwnProperty(name) ?
          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) ?
          (validatorOrOps as AbstractControlOptions).asyncValidators :
          asyncValidator) as AsyncValidatorFn |
    AsyncValidatorFn | null;

  return Array.isArray(origAsyncValidator) ?
        composeAsyncValidators(origAsyncValidator) :
        origAsyncValidator;
}

export type FormHooks = 'change' | 'blur' | 'submit';

/**
 * @publicApi
 */
export interface AbstractControlOptions {
  /**
   * @description
   * The list of validators applied to a control.
   */
  validators?: ValidatorFn|ValidatorFn[]|null;
  /**
   * @description
   * The list of async validators applied to control.
   */
  asyncValidators?: AsyncValidatorFn|AsyncValidatorFn[]|null;
  /**
   * @description
   * The event name for control to update upon.
   */
  updateOn?: 'change'|'blur'|'submit';
}

/**
 * This is the base class
 * for `FormControl`, `FormGroup`, and `FormArray`.
 *
 * It provides some of the shared behavior that all controls
 * and groups of controls have, like
 * running validators, calculating status, and resetting state. It also defines the
 * properties * that are shared between all sub-classes, like `value`, `valid`, and `dirty`.
 * It shouldn't be * instantiated
 * directly.
 */
export abstract class AbstractControl {
  /** @internal */

  constructor(public validator: ValidatorFn|null, public asyncValidator: AsyncValidatorFn|null) {}
A control is `dirty` if the user has not yet changed the value in the UI; compare `dirty()` function. `dirty()` returns `true` if the control is marked as `touched`. `dirty()` returns `false` if the user has not yet triggered a `blur` event on it. `dirty()` returns `false` if the user has not yet triggered a `blur` event on it. `get untouched()` function returns `false` if the user has not yet triggered a `blur` event on it. `get untouched()` function returns `true` if the user has not yet triggered a `blur` event on it.

Validations are not included in the aggregate value of their ancestor controls.

Programmatic changes to a control’s value do not mark it dirty.

When you add or remove a validator at run time, you must call `updateValueAndValidity()` for the new validation to take effect.

When you add or remove a validator at run time, you must call `setAsyncValidators()` function.

When you add or remove a validator at run time, you must call `setSyncValidators()` function.

When you add or remove a validator at run time, you must call `clearAsyncValidators()` function.

When you add or remove a validator at run time, you must call `clearSyncValidators()` function.

When you add or remove a validator at run time, you must call `clearAsyncValidators()` function.

When you add or remove a validator at run time, you must call `clearSyncValidators()` function.

When you add or remove a validator at run time, you must call `clearAsyncValidators()` function.

When you add or remove a validator at run time, you must call `clearSyncValidators()` function.
```typescript
/**
 * Marks the control and all its descendant controls as `touched`. It
 * recalculates the `touched` status of all parent controls. When true,
 * marks all direct ancestors. When false, marks all direct ancestors.
 * Default is false. */
markAsTouched(opts: {onlySelf?: boolean} = {}): void {
  (this as {touched: boolean}).touched = true;

  if (this._parent && !opts.onlySelf) {
    this._parent.markAsTouched(opts);
  }

  this._forEachChild((control: AbstractControl) => control.markAsTouched({onlySelf: true}));
}

/**
 * Marks the control as `untouched`. Also marks all children as
 * `untouched` and emits events after the marking is applied. When true,
 * marks only this control. When false or not supplied, marks all direct
 * ancestors. Default is false. */
markAsUntouched(opts: {onlySelf?: boolean} = {}): void {
  (this as {touched: boolean}).touched = false;

  this._pendingTouched = false;

  this._forEachChild((control: AbstractControl) => control.markAsUntouched({onlySelf: true}));

  if (this._parent && !opts.onlySelf) {
    this._parent._updateTouched(opts);
  }
}

/**
 * Marks the control as `dirty`. A control becomes dirty when
 * its value is changed through the UI; compare `markAsTouched`. When true,
 * marks only this control. When false or not supplied, marks all direct
 * ancestors. Default is false. */
markAsDirty(opts: {onlySelf?: boolean} = {}): void {
  (this as {pristine: boolean}).pristine = false;

  if (this._parent && !opts.onlySelf) {
    this._parent.markAsDirty(opts);
  }
}

/**
 * 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. When true,
 * marks only this control. When false or not supplied, marks all direct ancestors.
 * Default is false. */
markAsPristine(opts: {onlySelf?: boolean} = {}): void {
  (this as {pristine: boolean}).pristine = true;

  this._pendingDirty = false;

  this._forEachChild((control: AbstractControl) => control.markAsPristine({onlySelf: true}));

  if (this._parent && !opts.onlySelf) {
    this._parent._updatePristine(opts);
  }
}

/**
 * Marks the control as `pending`. A control is pending while the control performs
 * async validation. When true, marks only this control. When false or not supplied, marks
 * all direct ancestors. Default is false. */
markAsPending(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  // If parent has been marked artificially dirty we don't want to re-calculate the
  // parent's dirtiness based on the children.
  const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf);

  (this as {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);
  }
}
```
AsyncValidatorFn|AsyncValidatorFn|[]null) {
    super(
        coerceToValidator(validatorOrOpts),
        this._applyUpdateStrategy(validatorOrOpts);
    )
    this._initObservables();
    this.updateValueAndValidity({onlySelf: true, emitEvent: false});
    * * *
    this._anyControls(condition: Function): boolean { return false; }
    * @internal
    * * *
    _syncPendingControls(): boolean { return (this.updateOn === 'submit') && (this._isBoxedValue(formState) || false));
  }
}

/**
 * Tracks the value and validity state of a group of `FormControl` instances.
 */

Open Source Used In MSX SD-Branch Service Pack 4.0.0  2045
aggregates the values of each child 'FormControl' into one object.

It calculates its status by reducing the status value\n of its children. For example, if one of the controls in a group is invalid, the entire group becomes invalid.

'FormGroup' is one of the three fundamental building blocks used to define forms in Angular.

'FormGroup' is one of the three fundamental building blocks used to define forms in Angular,

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

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'

Set the updateOn property for all controls in a form group

The options object is used to set a default value for each control's 'updateOn' property. If you set 'updateOn' to 'blur' at the group level, all child controls default to 'blur', unless the child has explicitly specified a different 'updateOn' value.

The key for each child is the name under which it is registered.

Like 'FormControl' instances, you choose to pass in validators and async validators as part of an options object.

You include group-level validators as the second arg, or group-level async validators as the third arg. These come in handy when you want to perform validation that considers the value of more than one child control.

The options object is used to set a default value for each control's 'updateOn' property. If you set 'updateOn' to 'blur' at the group level, all child controls default to 'blur', unless the child has explicitly specified a different 'updateOn' value.

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The key for each child is the name under which it is registered.

Like 'FormControl' instances, you choose to pass in validators and async validators as part of an options object. You include group-level validators as the second arg, or group-level async validators as the third arg. These come in handy when you want to perform validation that considers the value of more than one child control.
Open Source Used In MSX SD-Branch Service Pack 4.0.0 2047

```
(this.controls[name]);
  if (control) this.registerControl(name, control);
  this.updateValueAndValidity();
  this._onCollectionChange();
```

```
/**
 * Check whether there is an enabled control with the given name in the group.
 * @returns false for disabled controls. If you'd like to check for existence in the group only, use
 * @returns false for disabled controls, true otherwise.
 */
```

```
/*
 * Sets the value of the `FormGroup`. It accepts an object that matches
 * the structure of the group, with control names as keys. * * @returns false for disabled controls, true otherwise.
 */
```

```
/*
 * This function accepts an object that matches
 * the structure of the group, with control names as keys.
 * @returns false for disabled controls, true otherwise.
 */
```

```
/*
 * 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. * * @returns false for disabled controls, true otherwise.
 */
```

```
/*
 * Resets the `FormGroup`, marks all descendants are marked
 * `pristine` and `untouched`, and resets the value of all descendants to null.
 * @returns false for disabled controls, true otherwise.
 */
```

```
/*
 * @returns false for disabled controls, true otherwise.
 */
```
### Create a form

```ts
FormControl('Nancy', Validators.minLength(2)),
   new FormControl('Drew'),
]);
```

### Create an array of form controls

```ts
const arr = new FormArray([
   new...
```
The two types of validators are passed in separately as the second and third argument respectively, or together as part of an options object, respectively.

```ts
const arr = new FormArray([new FormControl('Nancy'), new FormControl('Drew')], { validators: myValidator, asyncValidators: myAsyncValidator });
```

### Set the updateOn property for all controls in a form array

The options object is used to set a default value for each control's `updateOn` property. If you set `updateOn` to "blur" at the array level, all child controls default to 'blur', unless the child has explicitly specified a different `updateOn` value.

```ts
const arr = new FormArray([new FormControl('Nancy'), new FormControl('Drew')], { updateOn: 'blur' });
```

### Adding or removing controls from a form array

To change the controls in the array, use the 'push', 'insert', 'removeAt' or 'clear' methods in 'FormArray' itself. These methods ensure the controls are properly tracked in the form's hierarchy. Do not modify the array of AbstractControl's used to instantiate a FormArray directly, as that result in strange and unexpected behavior such as broken change detection.

```ts
const arr = new FormArray([new FormControl()]);
```

- `AbstractControlOptions` object that contains validation functions and a validation trigger.

```ts
this._initObservables();
```

### Set the updateOn property for all controls in a form array

The options object is used to set a default value for each control's `updateOn` property. If you set `updateOn` to "blur" at the array level, all child controls default to 'blur', unless the child has explicitly specified a different `updateOn` value.

```ts
const arr = new FormArray([new FormControl('Nancy'), new FormControl('Drew')], { updateOn: 'blur' });
```

### Adding or removing controls from a form array

To change the controls in the array, use the 'push', 'insert', 'removeAt' or 'clear' methods in 'FormArray' itself. These methods ensure the controls are properly tracked in the form's hierarchy. Do not modify the array of AbstractControl's used to instantiate a FormArray directly, as that result in strange and unexpected behavior such as broken change detection.
configuration options are passed to the [@link AbstractControl/updateValueAndValidity](#updateValueAndValidity) method.

```typescript
setValue(value: any[], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  // this._checkAllValuesPresent(value)
  value.forEach((newValue: any, index: number) => {
    // this._throwIfControlMissing(index)
    this.at(index).setValue(newValue, {onlySelf: true, emitEvent: options.emitEvent});
  });
  this.updateValueAndValidity(options);
}
```

Confirms the array contains the correct number of controls in the group.

```typescript
* @usageNotes
* 1. Patch the values for controls in a form array
* const arr = new FormArray([new FormControl(), new FormControl()]);
* arr.forEach(control => {
*   control.patchValue('Nancy');
* });
* console.log(arr.value); // ['Nancy', null]
* arr.patchValue(['Nancy', null]);
* console.log(arr.value); // ['Nancy', null]
* arr.patchValue(['Nancy', 'Tom']);
* console.log(arr.value); // ['Nancy', 'Tom']
* @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
* const arr = new FormArray([[null, null], ['name', 'last name']]);
* console.log(arr.value); // [null, null] 'name', 'last name']
* arr.patchValue(['name', 'last name']);
* console.log(arr.value); // [name', 'last name']
* arr.patchValue('Nancy');
* console.log(arr.value); // ['Nancy', null]
* @param value Array of latest values for the controls
* @param options Configure options that determine how the control propagates changes and emits events after the value changes
* onlySelf: When true, each change only affects this control, and not its parent. Default is false.
* emitEvent: When true or not supplied (the default), both the 'statusChanges' and 'valueChanges' observables emit events with the latest status and value when the control value is updated.
* When false, no events are emitted.
* The configuration options are passed to the [@link AbstractControl/updateValueAndValidity](#updateValueAndValidity) method.

```typescript
reset(value: any = [], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  this._forEachChild((control, index) => {
    control.reset(value[index], {onlySelf: true, emitEvent: options.emitEvent});
  });
  this._updatePristine(options);
  this._updateTouched(options);
  this.updateValueAndValidity(options);
}
```

The aggregate value of the array, including any disabled controls.

```typescript
getRawValue(): any[] {
  return this.controls.map(control => {
    return control instanceof FormControl ? control.value : (<any>control).getRawValue();
  });
}
```

Removes all controls in the 'FormArray' and all descendants are marked 'pristine' and 'untouched', and the value of all descendants to null or null maps.

```typescript
clear(): void {
  if (this.controls.length < 1) return;
  // 2
  this.controls.forEach(control => {
    control.removeAt(0);
  });
}
```
this._forEachChild((control: AbstractControl) => control._registerOnCollectionChange() => {}));

this.controls.splice(0); this.updateValueAndValidity();

/** @internal */
_syncPendingControls(): boolean {
  let subtreeUpdated = this.controls.reduce((updated: boolean, child: AbstractControl) => 
    child._syncPendingControls() ? true : updated, false); 
  if (subtreeUpdated)
    return subtreeUpdated;
  }

/** @internal */
_throwIfControlMissing(index: number): void { 
  if (!this.controls.length) 
    throw new Error(`
      There are no form controls registered with this array yet. If you're using ngModel,
      you may want to check next tick (e.g. use setTimeout).`); 
  if (this.at(index)) 
    throw new Error(`Cannot find form control at index ${{index}}`.);
  }

/** @internal */
_checkAllValuesPresent(value: any): void {
  this._forEachChild((control: AbstractControl, i: number) => {
    if (value[i] === undefined) {
      throw new Error(`Must supply a value for form control at index: ${i}.`);
    }
  });
}

/** @internal */
_allControlsDisabled(): boolean {
  for (const control of this.controls) {
    if (control.enabled) return false;
  }
  return this.controls.length > 0 || this.disabled;
}

/** @internal */
_private_registerControl(control: AbstractControl, i: number) => {
  control.setParent(this);
  control._registerOnCollectionChange(this._onCollectionChange);
}

/** @internal */
_setupFormContainer(): void {
  this._forEachChild((control: AbstractControl) => this._registerControl(control));
}

/** @internal */
_setUpControls(): void {
  (this as {value: any}).value = this.controls.filter(control => control.enabled)
    .map((control) => control.value);
}

/** @internal */
_anyControls(condition: Function): boolean {
  return this.controls.some(control => condition(control));
}

/** @internal */
_updateValue(): void {
  (this as {value: any}).value = this.controls.filter(control => control.enabled)
    .map((control) => control.value);
}

/** @internal */
_formDirectiveProvider: any = {
  provide: ControlContainer,
  useExisting: forwardRef(() => NgForm)
};

/**
 * @description
 * Creates a top-level `FormGroup` instance and binds it to a form
 * to track aggregate form value and validation status.
 *
 * As soon as you import the `FormsModule`, this directive becomes active by default on
 * all `<form>` tags. You don't need to add a special selector (ex: `#myForm="ngForm"`). This is optional, but useful. Many properties from the underlying `FormGroup` 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’. You optionally export the directive into a local template variable using `ngForm` as the key.

* In template driven forms, all `<form>` tags are automatically tagged as `NgForm`. This is useful, but many properties from the underlying `FormGroup` 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’. You optionally export the directive into a local template variable using `ngForm` as the key. In reactive forms, using `NgModelGroup` is unnecessary because the `<form>` tags are inert. In that case, you would 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.

* When using the `FormsModule` but skip its usage in some forms, for example, to use native HTML5 validation, add the `ngNoForm` and the `<form>` tags won't create an `NgForm` directive. In reactive forms, using `ngNoForm` is unnecessary because the `<form>` tags are inert. In that case, you would refrain from using the `formGroup` directive.

* The following example shows how to capture the form values from the `ngSubmit` event.

```html
<form [
  ngSubmit:AngularEvent]
  ...
</form>
```
ngModel> <!-- this ngModel will update on blur -->

ngNativeValidate

* @description

* Returns whether the form submission has been triggered.

* 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 `ReactiveFormModule` are imported into the application.

* If you want to explicitly enable native DOM validation UI with Angular forms, you can add the

* `ngNativeValidate` attribute to the `<form>` element:

```html
<form ngNativeValidate>
  ...
</form>
```
getFormGroup(dir: NgModelGroup): FormGroup { return <FormGroup>this.form.get(dir.path); }

updateModel(dir: NgControl, value: any): void {
  resolvedPromise.then(() => {
    const ctrl = <FormControl>this.form.get(dir.path);
    ctrl.setValue(value);
  });
}

setModel(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;
}

resetForm(value: any = undefined): void {
  this.form.reset(value);
  (this as {submitted: boolean}).submitted = false;
}

_setUpdateStrategy(): void {
  if (this.options && this.options.updateOn != null) {
    this.form._updateOn = this.options.updateOn;
  }
}

_findContainer(path: string[]): FormGroup {
  path.pop();
  return path.length ? <FormGroup>this.form.get(path) : this.form;
}

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:

      Example:

      Example 1: <input [(ngModel)]="person.firstName"

      Example 2: <input [(ngModel)]="person.firstName" [ngModelOptions]="{standalone: true}" />

  static 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 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):


      Option 2: Update ngModel's parent be ngModelGroup (template-driven strategy):

  static modelGroupParentException() {
    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):

  export const modelGroupProvider: any = {
    provide: ControlContainer,
    useExisting: forwardRef(() => NgModelGroup)
  };
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 
 * </div>
 * ```
 * 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 detection run.

Notes:
- this is just one extra run no matter how many `ngModel` have been changed.
- this is a general problem when using `exportAs` for directives

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
directory also registers itself with the form as a child.

This directive is used by itself or as part of a larger form. Use the `ngModel` selector to activate it.

The `FormControl` instance is used by itself or as part of
a larger form. Use the `ngModel` selector to activate it.

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
directory also registers itself with the form as a child.

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

Promise.resolve(null))();

*/
@Directive({
  selector: '[ngModel]:not([formControlName]):not([formControl])',
  providers: [formControlBinding]
})
export class NgModel extends NgControl implements OnChanges, OnDestroy {
  public
control: FormControl = new FormControl();

  // At runtime we coerce arbitrary values assigned to the `disabled` input to "false".
  // This is not reflected in the type of the property because outside of templates,
  // should only deal with booleans. In templates, a string is allowed for convenience and
  // match

the native `\"disabled attribute\"` semantics which can be observed on input elements.

This static member tells the compiler that values of type `\"string\"` can also be assigned to the input in a template.

```
/** @nodoc */

@description

* Tracks whether the control is disabled.

* Sets the new value for the view model and emits an `\`ngModelChange\` event.

* Returns an array that represents the path from the top-level form to this control.

* Synchronous validator function composed of all the synchronous validators registered with this directive.

* Asynchronous validator function composed of all the async validators.

```
```javascript
_setUpdateStrategy(): void {
    if (this.options && this.options.updateOn != null) {
        this.control._updateOn = this.options.updateOn;
    }
}

private _isStandalone(): boolean {
    return !this._parent || (!this.options && this.options.standalone);
}

private _setUpStandalone(): void {
    setUpControl(this.control, this);
    this.control.updateValueAndValidity({emitEvent: false});
}

private _checkForErrors(): void {
    if (!this._isStandalone()) {
        this._checkParentType();
    }
    this._checkName();
}

private _checkParentType(): void {
    if (!(this._parent instanceof NgModelGroup) &&
        this._parent instanceof AbstractFormGroupDirective) {
        TemplateDrivenErrors.formGroupNameException();
    } else if (!this._parent instanceof NgModelGroup) {
        TemplateDrivenErrors.modelParentException();
    }
}

private _updateValue(value: any): void {
    resolvedPromise.then(() => {
        return this.control.setValue(value, {emitViewToModelChange: false});
    });
}

private _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();
        }
    });
}
```

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

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

/**
 * @description
 *
 * 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};

```
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
* to the class removes the convenience of defining forms in the template.

To update your code before support is removed, you'll want to decide
whether to stick
* with reactive form directives (and get/set values using reactive forms patterns) or
* switch over to template-driven directives.

After (choice 1 - use reactive forms):

```html
<input [formControl]="control">
```

```ts
this.control.setValue('some value');
```

After (choice 2 - use template-driven forms):

```html
<input [(ngModel)]="value">
```

```ts
this.value = 'some value';
```
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 []; }\n
* Synchronous validator function composed of all the synchronous validators

registered with this directive.

* get validator(): ValidatorFn|null { return

composeValidators(this._rawValidators); }\n
* Async validator function composed of all the async validators registered with this

directive.

* get asyncValidator(): AsyncValidatorFn|null {

composeAsyncValidators(this._rawAsyncValidators); }\n
* The `FormControl` bound to this directive.

* get control(): FormControl { return this.form; }\n
* Sets the new value for the view model and emits an

`ngModelChange` event.

* @param newValue The new value for the view model.

```typescript
viewToModelUpdate(newValue: any): void {
  this.viewModel = newValue;
  this.update.emit(newValue);
}
```

* 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.

* The following example registers a `FormGroup` with first name and last name controls, and

listens for the `ngSubmit` event when the button is clicked.

```typescript
ngSubmit$emit(event: any);\n
private _isControlChanged(changes: {
  [key: string]: any
}): boolean {
  return changes.hasOwnProperty('form');
}
```

* Reports whether the form submission has been triggered.

* public readonly submitted: boolean = false;\n
* Synchronous validator function composed of all the synchronous validators

registered with this directive.

* get validator(): ValidatorFn|null { return

composeValidators(this._rawValidators); }\n
* Async validator function composed of all the async validators registered with this
directive.

* get asyncValidator(): AsyncValidatorFn|null {

composeAsyncValidators(this._rawAsyncValidators); }\n
* Sets the new value for the view model and emits an

`ngModelChange` event. The new value for the view model.

```typescript
* @param newValue The new value for the view model.

viewToModelUpdate(newValue: any): void {
  this.viewModel = newValue;
  this.update.emit(newValue);
}
```

* Tracks the list of added `FormControlName` instances

`FormGroup` instances to child `FormControlName`, `FormGroupName`, and `FormArrayName` directives.

```typescript
private _isControlChanged(changes: {
  [key: string]: any
}): boolean {
  return changes.hasOwnProperty('form');
}
```

* Tracks the `FormGroup` bound to this directive.

* @param newValue The new value for the view model.

```typescript
viewToModelUpdate(newValue: any): void {
  this.viewModel = newValue;
  this.update.emit(newValue);
}
```
this.form; }

/** *
 * @description
 * Returns an array representing the path to this group. Because this
directive
always lives at the top level of a form, it always an empty array.
*/

/** *
 * @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.
*/

/** *
 * @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.
*/

/** *
 * @description
 * Sets the new value for the provided `FormControlName`
directive.
* @param dir The `FormControlName`
directive instance.
* @param value The new value for
the directive's control.
*/

/** *
 * @description
 * Method called
with the "submit" event is triggered on the form.
* Triggers the `ngSubmit` emitter to emit the "submit" event
as its payload.
*/

/** *
 * @description
 * Method called
when the "reset"
event is triggered on the form.
*/

/** *
 * @description
 * Resets
the form to an initial value and resets its submitted status.
*/

/** *
 * @description
 * Used In MSX SD-Branch Service Pack 4.0.0
*/

/*
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```typescript
import {Directive, Host, Inject, Input, OnInit, Optional, Self, SkipSelf, forwardRef} from '@angular/core';
import {FormArray} from '../../model';
import {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../../validators';
import {AbstractFormGroupDirective} from '../abstract_form_group_directive';
import {ControlContainer} from '../control_container';
import {ReactiveErrors} from '../reactive_errors';
import {composeAsyncValidators, composeValidators, controlPath} from '../shared';

import {FormGroupDirective} from './form_group_directive';

export const formGroupNameProvider: any = {
  provide: ControlContainer,
  useExisting: forwardRef(() => FormGroupName)
};

/**
 * @description
 *
 * Syncs a nested `FormGroup` to a DOM element.
 *
 * This directive can only be used with a parent `FormGroupDirective`. It accepts the
 * string name of the nested `FormGroup` to link, and looks for a `FormGroup` registered
 * with that name in the parent's `FormGroup` instance you passed into `FormGroupDirective`.
 *
 * Use nested form groups to validate a sub-group of an object separately from the rest or to
 * group the values of certain controls into their own nested object.
 *
 * @see [Reactive Forms Guide](guide/reactive-forms)
 *
 * @usageNotes
 *
 * ### Access the group by name
 *
 * The following example uses the `@link AbstractControl#get` method to access the
 * associated `FormGroup`:
 *
 * ```ts
 *   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 using dot syntax:
 *
 * ```ts
 *   this.form.get('name.first');
 * ```
 *
 * ### Register a nested `FormGroup`.
 *
 * The following example registers a nested `FormGroup` within an existing
 * `FormGroup`, and provides methods to retrieve the nested `FormGroup` and individual controls:
 *
 * ```ts
 *   this.form.get('name');
 * ```
 *
 * @ngModule ReactiveFormsModule
 * @publicApi
 */
@Directive({selector: '[formGroupName]'}, formGroupNameProvider)
export class FormGroupName extends AbstractFormGroupDirective implements OnInit, OnDestroy {
  /**
   * @description
   * Tracks the name of the `FormGroup` bound to the directive. The name corresponds
   * to a key in the parent `FormGroup` or `FormArray`. Accepts a name as a string or a
   * number. The name in the form of a string is useful for individual forms, while the numerical
   * form allows for form groups to be bound to indices when iterating over groups in a `FormArray`.
   *
   * @example forms/ts/nestedFormGroup/nested_form_group_example.ts region='Component'
   */

  constructor(  
    @Optional() @Host() @SkipSelf() parent: ControlContainer,
    @Optional() @Self() @Inject(NG_VALIDATORS) validators: any[],
    @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) asyncValidators: any[]
  ) {  
      super();
      this._parent = parent;
      this._validators = validators;
      this._asyncValidators = asyncValidators;

      this.name = this._parent.name;

      if (this._parent instanceof FormGroup) {
        this._checkParentType();
      } else {  
        ReactiveErrors.groupParentException();
      }
  }

  /** @internal */
  _checkParentType(): void {
    if (_hasInvalidParent(this._parent)) {
      ReactiveErrors.groupParentException();
    }
  }
}

export const formArrayNameProvider: any = {
  provide: ControlContainer,
  useExisting: forwardRef(() => FormArrayName)
};

/**
 * @description
 *
 * Syncs a nested `FormArray` to a DOM element.
 *
 * This directive is designed to be used with a parent `FormGroupDirective` (selector:
 * `(selector: '[FormGroupName]', providers: [formGroupNameProvider])`). It accepts the name of
 * the nested `FormArray` instance you passed into `FormGroupDirective`.
 *
 * Use nested form arrays to validate a sub-group of an array separately from the rest or to
 * group the values of certain controls into their own nested array.
 *
 * @example forms/ts/nestedFormArray/nested_form_array_example.ts region='Component'
 *
 * @ngModule ReactiveFormsModule
 * @publicApi
 */
@Directive({selector: '[formArrayName]'}, formArrayNameProvider)
export class FormArrayName extends ControlContainer implements OnInit, OnDestroy {
  /**
   * @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.
   *
   * @example forms/ts/nestedFormArray/nested_form_array_example.ts region='Component'
   */

  constructor(  
    @Optional() @Host() @SkipSelf() parent: ControlContainer,
    @Optional() @Self() @Inject(NG_VALIDATORS) validators: any[],
    @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) asyncValidators: any[]
  ) {  
      super();
      this._parent = parent;
      this._validators = validators;
      this._asyncValidators = asyncValidators;

      this.name = this._parent.name;

      if (this._parent instanceof FormGroup) {
        this._checkParentType();
      } else {  
        ReactiveErrors.groupParentException();
      }
  }

  /** @internal */
  _checkParentType(): void {
    if (_hasInvalidParent(this._parent)) {
      ReactiveErrors.groupParentException();
    }
  }
```
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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 generally don't recommend because it doesn't take advantage of all the benefits of either strategy. Setting the value in the template violates the template-agnostic principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer in the class removes the convenience of defining forms in the template. To update your code before support is removed, you'll want to decide whether to stick with reactive form directives (and get/set values using reactive forms patterns) or switch over to template-driven directives. After (choice 1 - use reactive forms):

```html
<form [formGroup]="form">
  <input formControlName="first">
</form>
```

```ts
this.form.get('first').setValue('some value');
```

After (choice 2 - use template-driven forms):

```html
<input [(ngModel)]="value">
```

```ts
this.value = 'some value';
```
(isPropertyUpdated(changes, this.viewModel)) {
      _ngModelWarning('formControlName', FormControlName, this, this._ngModelWarningConfig);
      this.viewModel = this.model;
      this.formDirective.updateModel(this, this.model);
    }

    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);
  }

  path(): string[] {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent !);
  }

  formDirective(): any {
    return this._parent ? this._parent.formDirective : null;
  }

  validator(): ValidatorFn|null {
    return composeValidators(this._rawValidators);
  }

  asyncValidator(): AsyncValidatorFn {
    return composeAsyncValidators(this._rawAsyncValidators);
  }

  _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();
    }
  }

  _setUpControl() {
    this._checkParentType();
    (this as {control: FormControl}).control =
      this.formDirective.addControl(this);
    if (this.control.disabled && this.valueAccessor) {
      this.valueAccessor!.setDisabledState !(true);
    }
    this._added = true;
  }
}

/**
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 * 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
 * that perform synchronous validation.
 *
 * @usageNotes
 *
 * ### Provide a custom validator
 *
 * The following example implements the `Validator` interface to create a
 * validator directive with a custom error key.
 *
 * ```typescript
 * @Directive({
 *   selector: '[customValidator]',
 *   providers: [{provide: NG_VALIDATORS, useExisting: CustomValidatorDirective, multi: true}]
 * })
 * class CustomValidatorDirective implements Validator {
 *   validate(control: AbstractControl): ValidationErrors|null {
 *     return {'custom': true};
 *   }
 *   registerOnValidatorChange?(fn: () => void): void;
 * }
 * ```
 *
 * @publicApi
 */
export interface Validator {
  /**
   * @description
   * Method that performs synchronous validation against the provided control.
   *
   * @param control The control to validate against.
   *
   * @returns A map of validation errors if validation fails,
   *          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;
}

/**
 * @description
 * An interface implemented by classes that perform asynchronous validation.
 *
 * @usageNotes
 *
 * ### Provide a custom async validator
directive
 *
 * The following example implements the `AsyncValidator` interface to perform custom async validation against the provided
callback function.
 *
 * ```typescript
 * @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
 */
export interface AsyncValidator extends Validator {
  /**
   * @description
   * Method that performs async validation against the provided
control

@n * @param control The control to validate against.

@n * @returns A promise or observable that resolves a map of validation errors

* if validation fails, otherwise null.

* @returns validate(control:

AbstractControl)

Promise<ValidationErrors|null>[null][]Observables<ValidationErrors|null>[null][*]@n/*

description* * Provider which adds 'RequiredValidator' to the 'NG_VALIDATORS' multi-provider list.

* @n

export const REQUIRED_VALIDATOR: StaticProvider = {

  provide: NG_VALIDATORS,

  useExisting:

  forwardRef(() => RequiredValidator),

  multi: true

} /*@n/*

description* * Provider which adds 'CheckboxRequiredValidator' to the 'NG_VALIDATORS' multi-provider list.

* @n

export const

CHECKBOX_REQUIRED_VALIDATOR: StaticProvider = {

  provide: NG_VALIDATORS,

  useExisting:

  forwardRef(() => CheckboxRequiredValidator),

  multi: true

} /*@n/*

description* * A directive that adds the 'required' validator to any controls marked with the

* 'required' attribute.

* The directive is provided with the 'NG_VALIDATORS' multi-provider list.

* @n

export

class RequiredValidator implements Validator {

  private _required !: boolean;

  private _onChange !: () => void;

  /**
   * Tracks changes to the required attribute bound to this directive.

   * @returns The validation result if enabled, otherwise null.

   * @param control: AbstractControl

   * @returns validate(control: AbstractControl): ValidationErrors|null

   * @returns return this.required ? Validators.required(control) : null;

   * @returns * @description* * A directive that adds the 'required' validator to checkbox

   * controls marked with the

   * 'required' attribute.

   * The directive is provided with the 'NG_VALIDATORS' multi-

   * provider list.

   * @n

   * @returns validate(control: AbstractControl): ValidationErrors|null

   * @returns return this.required ? Validators.required(control) : null;

   * @returns * @description* * Method that validates whether the control is empty.

   * @returns return this.required ? Validators.required(control) : null;

   * @returns * @description* * Registers a callback function to call when the validator inputs change.

   * @returns return this.required ? Validators.required(control) : null;

   * @returns * @description

   * @returns Method that validates whether or not the checkbox has been checked.

   * @returns return this.required ? Validators.requiredTrue(control) : null;

   * @returns * @description* * A directive that adds the 'email' validator to controls marked with the

   * 'email' attribute.

   * The directive is provided with the 'NG_VALIDATORS' multi-

   * provider list.

   * @n

   * @returns validate(control: AbstractControl): ValidationErrors|null

   * @returns return this.required ? Validators.requiredTrue(control) : null;

   * @returns * @description* * A directive that adds the 'email' validator to controls marked with the

   * 'email' attribute.

   * The directive is provided with the 'NG_VALIDATORS' multi-provider list.

   * @n

   * @returns validate(control: AbstractControl): ValidationErrors|null

   * @returns return this.required ? Validators.requiredTrue(control) : null;

   * @returns * @description* * Provider which adds 'EmailValidator' to the 'NG_VALIDATORS' multi-provider list.

   * @n

   * @returns validate(control: AbstractControl): ValidationErrors|null

   * @returns return this.required ? Validators.requiredTrue(control) : null;

   * @returns * @description* * Provider which adds 'EmailValidator' to the 'NG_VALIDATORS' multi-provider list.

   * @n

   * @returns validate(control: AbstractControl): ValidationErrors|null

   * @returns return this.required ? Validators.requiredTrue(control) : null;

   * @returns * @description* * Provider which adds 'EmailValidator' to the 'NG_VALIDATORS' multi-provider list.

   * @n

   * @returns validate(control: AbstractControl): ValidationErrors|null

   * @returns return this.required ? Validators.requiredTrue(control) : null;

   * @returns
export class EmailValidator implements Validator {
  // TODO(issue/24571):
  private _enabled!: boolean;
  // TODO(issue/24571):
  private _onChange!: () => void;

  /**
   * Method that validates whether an email address is valid.
   * Returns the validation result if enabled, otherwise null.
   * validate:
   */
  validate(control: AbstractControl): ValidationErrors | null {
    return this._enabled ? Validators.email(control) : null;
  }
}

/**
 * A function that receives a control and synchronously returns a map of
 * validation errors if present, otherwise null.
 */
export interface AsyncValidatorFn {
  (control: AbstractControl): Promise<ValidationErrors | null> | Observable<ValidationErrors | null>;
}

/**
 * A directive that adds minimum length validation to controls
 * marked with the `minlength` attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.
 * @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
 */
@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):
  private _validator!: ValidatorFn;
  // TODO(issue/24571):
  private _onChange!: () => void;

  /**
   * Tracks changes to the minimum length bound to this directive.
   */
  // TODO(issue/24571):
  @Input() minLength!: string | number;

  /**
   * A lifecycle method called when the directive's inputs change. For internal use
   * only.
   * @param changes A object of key/value pairs for the set of changed inputs.
   * @returns true if the change is a 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.
   * @param fn The callback function
   */
  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 max length validation to controls marked
 * with the `maxlength` attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.
 * @see [Form Validation](guide/form-validation)
 * @usageNotes
 * ### Adding a maximum length validator
 * The following example shows how to add a maximum length validator to an input attached to an
 * `ngModel` binding.
 * ```html
 * <input name="firstName" ngModel maxlength="25">
 * ```
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({
  selector: '
    [maxlength][formControlName],
    [maxlength][formControl],
    [maxlength][ngModel]
  ',
  providers: [MAX_LENGTH_VALIDATOR],
  host: {'[attr.maxlength]': 'maxLength ? maxLength : null'}
})
export class MaxLengthValidator implements Validator, OnChanges {
  // TODO(issue/24571):
  private _validator!: ValidatorFn;
  // TODO(issue/24571):
  private _onChange!: () => void;

  /**
   * Tracks changes to the maximum length bound to this directive.
   */
  // TODO(issue/24571):
  @Input() maxLength!: string | number;

  /**
   * A lifecycle method called when the directive's inputs change. For internal use
   * only.
   * @param changes A object of key/value pairs for the set of changed inputs.
   * @returns true if the change is a 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 meets a 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.
   * @param fn The callback function
   */
  registerOnValidatorChange(fn: () => void): void {
    this._onChange = fn;
  }

  private _createValidator(): void {
    this._validator = Validators.maxLength(
      typeof this.maxLength === 'number' ?
        this.maxLength : parseInt(this.maxLength, 10));
  }
}
export class MaxLengthValidator implements Validator, OnChanges {
  // TODO(issue/24571): remove '!'.
  private _validator!: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange!: () => void;

  /**
   * Tracks changes to the maximum length bound to this directive.
   */
  onChanges(): void {
    if ('maxlength' in this._createValidator()) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * A lifecycle method called when the directive's inputs change. For internal use
   * only.
   */
  validate(control: AbstractControl): ValidationErrors | null {
    return this._validator(control) || null;
  }

  /**
   * Registers a callback function to call when the validator inputs change.
   */
  registerOnValidatorChange(fn: () => void): void {
    fn();
  }
}

/**
 * Provider which adds `PatternValidator` to the `NG_VALIDATORS` multi-
 * provider list.
 */
export const PATTERN_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => PatternValidator),
  multi: true
};

/**
 * A directive that adds regex pattern validation to controls marked
 * with the `pattern` attribute. The directive is provided with the
 * `NG_VALIDATORS` multi-provider list.
 * 
 * @see [Form
 * Validation](guide/form-validation)
 * 
 * @usageNotes
 * 
 * ### Adding a pattern validator
 *
 * 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 \]*">
 * ```
 * 
 * @ngModule
 * ReactiveFormsModule
 * @ngModule
 * FormsModule
 * @publicApi
 */
@Directive({
  selector: '[pattern][formControlName], [pattern][formControl], [pattern][ngModel]
}
)
```
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 { NgModel } from './directives/ng_model';
export { NgModelGroup } from './directives/ng_model_group';
export { NumberValueAccessor } from './directives/number_value_accessor';
export { RangeValueAccessor } from './directives/range_value_accessor';
export { RadioControlValueAccessor } from './directives/radio_control_value_accessor';
export { FormControlDirective, NG_MODEL_WITH_FORM_CONTROL_WARNING } from './directives/reactive_directives/form_control_directive';
export { FormControlName } from './directives/reactive_directives/form_control_name';
export { FormGroupDirective } from './directives/reactive_directives/form_group_directive';
export { FormArrayName, FormGroupName } from './directives/reactive_directives/form_group_name';
export { NgSelectOption, SelectControlValueAccessor } from './directives/select_control_value_accessor';
export { NgSelectMultipleOption, SelectMultipleControlValueAccessor } from './directives/select_multiple_control_value_accessor';

export const SHARED_FORM_DIRECTIVES: Type<any>[] = [
  NgNoValidate,
  NgSelectOption,
  NgSelectMultipleOption,
  DefaultValueAccessor,
  NumberValueAccessor,
  RangeValueAccessor,
  CheckboxControlValueAccessor,
  SelectControlValueAccessor,
  SelectMultipleControlValueAccessor,
  RadioControlValueAccessor,
  NgControlStatus,
  NgControlStatusGroup,
  RequiredValidator,
  MinLengthValidator,
  MaxLengthValidator,
  PatternValidator,
  CheckboxRequiredValidator,
  EmailValidator,
];

export const TEMPLATE_DRIVEN_DIRECTIVES: Type<any>[] = [NgModel,
  NgModelGroup, NgForm];

export const REACTIVE_DRIVEN_DIRECTIVES: Type<any>[] =
[FormControlDirective, FormGroupDirective, FormControlName, FormGroupName, FormArrayName];

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

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

import { AsyncValidatorFn, ValidatorFn } from './directives/validators';
import { AbstractControl, AbstractControlOptions, FormArray, FormControl, FormGroup, FormHooks } from './model';

function isAbstractControlOptions(options: AbstractControlOptions | {[key: string]: any}): options is AbstractControlOptions {
}

/**
 * @description
 * Creates an `AbstractControl` from a user-specified configuration.
 *
 * The `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,
 * `FormGroup`, or `FormArray`. It reduces the amount of boilerplate needed to build complex
 * forms.
 *
 * @see [Reactive Forms Guide](/guide/reactive-forms)
 */
@Injectable()
export class FormBuilder {
  /**
   * @description
   * Construct a new `FormControlOptions` object for the `FormControl`.
   *
   * @param
   * @param options options are AbstractControlOptions {<AbstractControlOptions>options}.validators : undefined
   * @param controlsConfig A collection of child controls. The key for each child is the name
   * @param 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`)
import {ModuleWithProviders, NgModule} from '@angular/core';

import {InternalFormsSharedModule, NG_MODEL_WITH_FORM_CONTROL_WARNING, REACTIVE_DRIVEN_DIRECTIVES, TEMPLATE_DRIVEN_DIRECTIVES} from './directives';

/**
 * Exports the required infrastructure and directives for reactive forms, making them available for import by NgModules that import this module.
 */
@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
      }]
    };
  }
}

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_l} from './src/directives/number_value_accessor';
export {RADIO_VALUE_ACCESSOR as ɵangular_packages_forms_forms_m} from './src/directives/radio_value_accessor';
export {RANGE_VALUE_ACCESSOR as ɵangular_packages_forms_forms_n} from './src/directives/range_value_accessor';
export {SELECT_VALUE_ACCESSOR as ɵangular_packages_forms_forms_v} from './src/directives/select_value_accessor';
{NgSelectMultipleOption as Êangular_packages_forms_forms_x.SELECT_MULTIPLE_VALUE_ACCESSOR as Êangular_packages_forms_forms_w} from './src/directives/select_multiple_control_value_accessor';
export {CHECKBOX_REQUIRED_VALIDATOR as Êangular_packages_forms_forms_ba,EMAIL_VALIDATOR as Êangular_packages_forms_forms_bb,MAX_LENGTH_VALIDATOR as Êangular_packages_forms_forms_bd,MIN_LENGTH_VALIDATOR as Êangular_packages_forms_forms_bc,PATTERN_VALIDATOR as Êangular_packages_forms_forms_be,REQUIRED_VALIDATOR as Êangular_packages_forms_forms_z} from './src/directives/validators';
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1.220 libseccomp 2.3.3-4

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1.224 e2fsprogs 1.46.2-1~bpo10+2

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Sources were obtained from http://sourceforge.net/projects/e2fsprogs

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# In order to use this stub, the following makefile variables must be defined.

BSDLIB_VERSION = 1.0
BSDLIB_IMAGE = libce
BSDLIB_MYDIR = et
BSDLIB_INSTALL_DIR = $(SHLIBDIR)

all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:$<BSD_LIB>

$(BSD_LIB): $<OBJS>
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) pic/$<BSD_LIB>
$(RM) -f ../$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) \
```
'echo $(my_dir) | sed -e 's;lib/;;'"/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) \ $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB) \ @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic  $(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)

This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Index: tdbsa/tdb.c
===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
/*
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
-
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That's all there is to it!
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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Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:
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Gadi Oxman, August 1995

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school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

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<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

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1.225 elliptic 6.5.4
1.225.1 Available under license:

No license file was found, but licenses were detected in source scan.
{for(var s=0;0<=a&&0===n.dblp(s),a<0)break;var c=d[a];0!==c=n."affine"===e.type?0<n.added(f[f-c-1>>1]):n.added(f[f-c-1>>1])>0?n.added(f[f-c-1>>1]):n.added(f[f-c-1>>1]);o=(d[t[h]]._getNAFPoints(e);n[h]=0.wnd,a[h]=0.points}for(h=r-1;1<h;h-=2){var u=h-1,h=0;for(v=1;v<=h;v++){s=[t[u],null]&&null[(b)];for(l=0;0<=l;0===d[l])s++;if(0<=a&&s++,n="affine"===e.type?0<n.added(f[f-c-1>>1]):n.added(f[f-c-1>>1])>0?n.added(f[f-c-1>>1]):n.added(f[f-c-1>>1]);o=(d[t[h]]._getNAFPoints(e);n[h]=0.wnd,a[h]=0.points}for(h=r-1;1<h;h-=2){var u=h-1,h=0;for(v=1;v<=h;v++){s=[t[u],null]&&null[(b)];for(l=0;0<=l;0===d[l])s++;if(0<=a&&s++,n="affine"===e.type?0<n.added(f[f-c-1>>1]):n.added(f[f-c-1>>1])>0?n.added(f[f-c-1>>1]):n.added(f[f-c-1>>1]);o=(d[t[h]]._getNAFPoints(e);n[h]=0.wnd,a[h]=0.points}}for(h=r-1;1<h;h-=2){var u=h-1,h=0;for(v=1;v<=h;v++){s=[t[u],null]&&null[(b)];for(l=0;0<=l;0===d[l])s++;if(0<=a&&s++,n="affine"===e.type?0<n.added(f[f-c-1>>1]):n.added(f[f-c-1>>1])>0?n.added(f[f-c-1>>1]):n.added(f[f-c-1>>1]);o=(d[t[h]]._getNAFPoints(e);n[h]=0.wnd,a[h]=0.points}}
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Open Source Used In MSX SD-Branch Service Pack 4.0.0
Open Source Used In MSX SD-Branch Service Pack 4.0.0

.. this.g=e.curve.g,this.g.precompute(e.curve.n.bitLength()+1),this.hash=e.hash||e.curve.hash,t.exports=s.prototype.keyPair=fn(e){return new n(this,e)},s.prototype.keyFromPrivate=fn(e,t){return n.fromPrivate(this,e),s.prototype.keyFromPublic=fn(e,t){return n.fromPublic(this,e),s.prototype.genKeyPair=fn(e){for(var t=new b([this.hash, this.hash.pers.e.pers.persEnc.e.persEnc]["utf8"], entropy=e.entropy)["hash", this.hash.hmacStrength, entropyEnc.e.entropyEnc]["utf8"], nonce:this.n.toArray(0)), i=0;i< this.n.byteLength()&&i< new u(2));}{var f=new u(t.generate(i));!(!f< this.n.bitLength());}{f=iaddn(f,1),this.keyFromPrivate(f) return f}}},s.prototype._truncateToN=function(e,t){var i=8*e.byteLength()-this.n.bitLength();{0<i&(!e.isInfinity())}{f= this.e.curve.n.y.add(this.n), a=0; a++}{var s=r.k?r.k(a):new u(d.generate(i));if(!(0<s.cmpn(1)<=0||0<=s.cmpn(1))){var c= this.g.mul(s);if(!c.isInfinity()){h=c.getX(), o=h.umod(this.n);if(0!==o.cmpn(0)){s=s.invm(this.n).mul(o.mul(t.getPrivate())).iadd(e);if(0!==(s=s.umod(this.n).cmpn(0))){c=c.getY().isOdd()?1:0);if(0!==(h=cmpn(0))?2:0);r= this.r.canonical&0&&s.cmpn(0)&(s= this.n.sub(h))&=1, new s(r, s, recoveryParam: h))}}},s.prototype.verify=fn(e,t,i,r){e= this._truncateToN(new u(e,16)), i= this.keyFromPublic(i,r);if(0<=r.cmpn(1)<0||0<=r.cmpn(1))return!1;f=r.mul(t).umod(this.n);t=t.mul(r).umod(this.n);return this.curve._maxwellTrick?(f= this.g.mulAdd(e, i.getPublic(), t)).isInfinity()&&f.eqXToP(r):!(f= this.g.mulAdd(e, i.getPublic(), t)).isInfinity()&&0===f.getX().umod(this.n).cmp(r), s.prototype.recoverPubKey=fn= function(e,t,i){var f, d=0; d++}{try{f=this.recoverPubKey(e,t,d)}catch(e){continue}f.eq(i)?d++}; throw new Error("Unable to find second key candidate");},s.prototype.getKeyRecoveryParam=fn= function(e,t,i){var f, d=0; d++}{try{f=this.recoverPubKey(e,t,d)}catch(e){continue}f.eq(i)?d++}; throw new Error("Unable to find valid recovery factor")},

...
this._pubBytes?this.eddsa.decodePoint(this._pubBytes):this.eddsa.g.mul(this.priv())},
e(0|&=248,e[i]|&=127,e[i]|=64,e),
e("priv",function(){
return this.eddsa.decodePoint(this._privBytes())
}),
e("hash",function(){
return this.eddsa.hash().update(this.secret()).digest()
}),
e("messagePrefix",function(){
return this.hash().slice(this.eddsa.encodingLength)
}),
this.prototype.sign=function(e){
return f(this._secret,"KeyPair can only verify")
},
this.prototype.verify=function(e,t){
return this.eddsa.verify(e,t,this)
},
this.prototype.getSecret=function(e){
return f(this._secret,"KeyPair is public only")
},
this.prototype.getPublic=function(e){
r.encode(this.pubBytes(),e)
},

var e=this.eddsa,
t=this.hash(),i=e.encodingLength-1,
e=t.slice(0,e.encodingLength);
return e[0]&=248,
e[i]|=127,
e[i]|=64,

var r=this.eddsa,
e=r.encodingLength,
e=t.slice(0,e.encodingLength);
return e[0]&=248,
e[i]|=127,
e[i]|=64,

var t=r.encode,
e=r.decode,

e=n,"pubBytes",function(){
var e=r.decodePoint(t.slice(0,e.encodingLength)),
return e
},
e(n,"privBytes",function(){
var e=r.decodePoint(t.slice(0,e.encodingLength)),
return e
},
e(n,"priv",function(){
return e.decodeInt(t.slice(0,e.encodingLength))
}),
e(n,"hash",function(){
return e.hash().update(t.slice(0,e.encodingLength)).digest()
}),
e(n,"messagePrefix",function(){
return e.hash().slice(e.encodingLength)
}),

var e=r.encode,
e=r.decode,

var t=r.encode,
e=r.decode,

var t=r.encode,
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var e=r.encode,
e=r.decode,

var e=r.encode,
e=r decode,
var r=new Array(Math.max(e.bitLength(),i)+1);r.fill(0);for(var f=1<<t+1,d=e.clone(),n=0;n<r.length;n++)var a,s=d.andln(f-1);if(isOdd(a))r[n]=s;e=iushrn(1);var r,getCIF=function(e,t){var i=r[e],r=t.clone();for(var f=0;f<10&0<cmpn(f-t)<<tcmpn(d));[var
,n,e=andln(3)+f&3,s=andln(3)+d&3;==s&&(s=1&=(a=3==a?-1:a));a]};i+=1;push(n),n=0==(r=andln(3)+f&3&&&5=]=r2!=a2:s:-s[i],push(s),2*f==n+1&&&f=1-
2*d==s+1&&(d=1-d),e.iushrn(1),i.iushrn(1)};r.getJSF=function(e,t){var i=[[]],
[]];e=e.clone(),t=t.clone();for(var r,f=0,d=0;0<e.cmpn(-f)||0<t.cmpn(-d);){var
,n,a,s=e.andln(3)+f&3|<4,d=49<n&&&n=54-49+10<7<n&&&n=22?n-17+10:15&n) return r}function i(e,t){e.super_=t;function i(){}}i.prototype=t.prototype;i.prototype=constructor=e;function m(e,t,i){var
,r=_"",t=}"=r.prototype=t.prototype();r.valueOf()=function(){return void
0!==this[r]?this[r]:this[r]=call(this))},r.valueOf=fun
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```javascript
// (Code snippet)
```

---

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r(e){return 1===e.length?"0"+e:e}function n(e){return
7===e.length?"0"+e:6===e.length?"00"+e:5===e.length?"000"+e:4===e.length?"0000"+e:3===e.length?"00000"+
e:2===e.length?"000000"+e:1===e.length?"0000000"+e:e}i.inherits=e,i.toArray=function(e,t){if(Array.isArray(e))r
eturn e.slice();if(!e)return[];var i,r,f=[];if("string"==typeof e)if(t){if("hex"===t)for((e=e.replace(/[^a-z09]+/gi,"")).length%2!=0&&(e="0"+e),n=0;n<e.length;n+=2)f.push(parseInt(e[n]+e[n+1],16))}else for(var
d=0,n=0;n<e.length;n++){var
a=e.charCodeAt(n);a<128?f[d++]=a:a<2048?(f[d++]=a>>6|192,f[d++]=63&a|128):(r=n,55296!=(64512&(i=e).char
CodeAt(r))||r<0||r+1>=i.length||56320!=(64512&i.charCodeAt(r+1))?f[d++]=a>>12|224:(a=65536+((1023&a)<<10)
+(1023&e.charCodeAt(++n)),f[d++]=a>>18|240,f[d++]=a>>12&63|128),f[d++]=a>>6&63|128,f[d++]=63&a|128)}
else for(n=0;n<e.length;n++)f[n]=0|e[n];return f},i.toHex=function(e){for(var
t="",i=0;i<e.length;i++)t+=r(e[i].toString(16));return t},i.htonl=d,i.toHex32=function(e,t){for(var
i="",r=0;r<e.length;r++){var f=e[r];i+=n((f="little"===t?d(f):f).toString(16))}return
i},i.zero2=r,i.zero8=n,i.join32=function(e,t,i,r){s((i-=t)%4==0);for(var f=new
Array(i/4),d=0,n=t;d<f.length;d++,n+=4){var
a="big"===r?e[n]<<24|e[n+1]<<16|e[n+2]<<8|e[n+3]:e[n+3]<<24|e[n+2]<<16|e[n+1]<<8|e[n];f[d]=a>>>0}return
f},i.split32=function(e,t){for(var i=new Array(4*e.length),r=0,f=0;r<e.length;r++,f+=4){var
d=e[r];"big"===t?(i[f]=d>>>24,i[f+1]=d>>>16&255,i[f+2]=d>>>8&255,i[f+3]=255&d):(i[f+3]=d>>>24,i[f+2]=d>
>>16&255,i[f+1]=d>>>8&255,i[f]=255&d)}return i},i.rotr32=function(e,t){return e>>>t|e<<32t},i.rotl32=function(e,t){return e<<t|e>>>32-t},i.sum32=function(e,t){return
e+t>>>0},i.sum32_3=function(e,t,i){return e+t+i>>>0},i.sum32_4=function(e,t,i,r){return
e+t+i+r>>>0},i.sum32_5=function(e,t,i,r,f){return e+t+i+r+f>>>0},i.sum64=function(e,t,i,r){var
f=e[t],d=r+e[t+1]>>>0,f=(d<r?1:0)+i+f;e[t]=f>>>0,e[t+1]=d},i.sum64_hi=function(e,t,i,r){return(t+r>>>0<t?1:0)+e
+i>>>0},i.sum64_lo=function(e,t,i,r){return t+r>>>0},i.sum64_4_hi=function(e,t,i,r,f,d,n,a){var s=0,c=t;return
s+=(c=c+r>>>0)<t?1:0,s+=(c=c+d>>>0)<d?1:0,e+i+f+n+(s+=(c=c+a>>>0)<a?1:0)>>>0},i.sum64_4_lo=function(e
,t,i,r,f,d,n,a){return t+r+d+a>>>0},i.sum64_5_hi=function(e,t,i,r,f,d,n,a,s,c){var h=0,o=t;return
h+=(o=o+r>>>0)<t?1:0,h+=(o=o+d>>>0)<d?1:0,h+=(o=o+a>>>0)<a?1:0,e+i+f+n+s+(h+=(o=o+c>>>0)<c?1:0)>>
>0},i.sum64_5_lo=function(e,t,i,r,f,d,n,a,s,c){return t+r+d+a+c>>>0},i.rotr64_hi=function(e,t,i){return(t<<32i|e>>>i)>>>0},i.rotr64_lo=function(e,t,i){return(e<<32-i|t>>>i)>>>0},i.shr64_hi=function(e,t,i){return
e>>>i},i.shr64_lo=function(e,t,i){return(e<<32-i|t>>>i)>>>0}},{inherits:32,"minimalisticassert":33}],31:[function(e,t,i){"use strict";var r=e("hash.js"),d=e("minimalistic-crypto-utils"),f=e("minimalisticassert");function n(e){if(!(this instanceof n))return new
n(e);this.hash=e.hash,this.predResist=!!e.predResist,this.outLen=this.hash.outSize,this.minEntropy=e.minEntropy||t
his.hash.hmacStrength,this._reseed=null,this.reseedInterval=null,this.K=null,this.V=null;var
t=d.toArray(e.entropy,e.entropyEnc||"hex"),i=d.toArray(e.nonce,e.nonceEnc||"hex"),e=d.toArray(e.pers,e.persEnc||"
hex");f(t.length>=this.minEntropy/8,"Not enough entropy. Minimum is: "+this.minEntropy+"
bits"),this._init(t,i,e)}(t.exports=n).prototype._init=function(e,t,i){i=e.concat(t).concat(i);this.K=new
Array(this.outLen/8),this.V=new Array(this.outLen/8);for(var
r=0;r<this.V.length;r++)this.K[r]=0,this.V[r]=1;this._update(i),this._reseed=1,this.reseedInterval=28147497671065
6},n.prototype._hmac=function(){return new r.hmac(this.hash,this.K)},n.prototype._update=function(e){var
t=this._hmac().update(this.V).update([0]);e&&(t=t.update(e)),this.K=t.digest(),this.V=this._hmac().update(this.V).d
igest(),e&&(this.K=this._hmac().update(this.V).update([1]).update(e).digest(),this.V=this._hmac().update(this.V).di
gest())},n.prototype.reseed=function(e,t,i,r){"string"!=typeof
t&&(r=i,i=t,t=null),e=d.toArray(e,t),i=d.toArray(i,r),f(e.length>=this.minEntropy/8,"Not enough entropy. Minimum
is: "+this.minEntropy+"
bits"),this._update(e.concat(i||[])),this._reseed=1},n.prototype.generate=function(e,t,i,r){if(this._reseed>this.reseedIn
terval)throw new Error("Reseed is required");"string"!=typeof
t&&(r=i,i=t,t=null),i&&(i=d.toArray(i,r||"hex"),this._update(i));for(var
f=[];f.length<e;)this.V=this._hmac().update(this.V).digest(),f=f.concat(this.V);r=f.slice(0,e);return

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null
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Curve 25519-based cryptography collection.

EC Diffie-Hellman (ECDH) based on Curve25519 and digital signatures (EdDSA)

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1.226 ganymed-ssh2 Build262
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http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/java-binding.html

The specification of DOM Level 3's various parts is at:

http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/
http://www.w3.org/TR/2004/REC-DOM-Level-3-LS-20040407/
http://www.w3.org/TR/2004/NOTE-DOM-Level-3-XPath-20040226/

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http://www.w3.org/TR/2000/REC-DOM-Level-2-Events-20001113/
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http://www.w3.org/TR/2000/REC-DOM-Level-2-Traversal-Range-20001113/
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Links to all available W3C DOM Java Bindings can be found at:
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The actual classes of The Simple API for CSS (SAC) came from:
http://www.w3.org/Style/CSS/SAC/
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http://dev.w3.org/cvsweb/java/classes/org/w3c/dom/smil/
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Last revised by Reagle $Date: 2005-06-03 18:49:13 -0400 (Fri, 03 Jun 2005) $

1.233 netty-handler 4.1.50.Final

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jar/io/netty/handler/ssl/AbstractSniHandler.java
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1.238 jackson 2.9.7

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1.239 python-cffi 1.12.2-1

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1.240 httpcomponents-client 4.5.12

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1.243 json-path 2.4.0

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to attach them to the start of each source file to most effectively
convey the exclusion of warranty; and each file should have at least
the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>
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    <signature of Ty Coon>, 1 April 1989
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structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
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Any executables containing that work also fall under Section 6,
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1.246 jquery 3.5.1
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1.247 angular-platform-browser 9.0.7

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1.248 log4j-api 2.11.1

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  jar/com/github/oxo42/stateless4j/OutVar.java
* /opt/cola/permits/1150916823_1617719494.06/0/stateless4j-2-5-0-sources-6-
  jar/com/github/oxo42/stateless4j/delegates/FuncBoolean.java

1.250 json-java 20131018

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* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/zip/Compressor.java
* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/zip/Keep.java
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* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/zip/Huff.java
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1.251 readline 8.0.4

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* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1.1-sources-9-jar/org/apache/commons/logging/impl/Log4JLogger.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1.1-sources-9-jar/org/apache/commons/logging/impl/LogFactoryImpl.java
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1.259 esri-geometry-api 1.2.1

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fork: retry: Resource temporarily unavailable
fork: retry: Resource temporarily unavailable
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html
OW2

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

Apache

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

MortBay

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

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

org.eclipse.jetty.toolchain:jetty-schemas
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1.262 six 1.12.0-1

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  jar/org/powermock/core/classloader/javassist/ClassPathAdjuster.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/classloader/annotations/UseClassPathAdjuster.java
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  jar/org/powermock/core/classloader/MockClassLoaderFactory.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/transformers/MockTransformer.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/classloader/PowerMockModified.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/agent/JavaAgentFrameworkRegister.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/tests/utils/impl/AbstractTestSuiteChunkerImpl.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/classloader/javassist/JavaAssistTestClassTransformer.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/reporter/MockingFrameworkReporter.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/reporter/PowerMockReporterFactory.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/classloader/ClassMarker.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/utils/StringJoiner.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/classloader/MockClassLoader.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/transformers/javassist/testclass/JavaAssistTestClassTransformer.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/reporter/MockingFrameworkReporterFactory.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/reporter/PowerMockReporter.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/reporter/PowerMockReporterFactory.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/agent/JavaAgentClassRegister.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/tests/utils/TestSuiteChunker.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/utils/ArrayUtil.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
jar/org/powermock/core/classloader/MockClassLoaderBuilder.java
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  jar/org/powermock/core/spi/DefaultBehavior.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/mockpolicies/support/LogPolicySupport.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/spi/testresult/impl/TestSuiteResultImpl.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/tests/utils/impl/AbstractTestClassExtractor.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/spi/support/InvocationSubstitute.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/PowerMockUtils.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/core/MockRepository.java
* /opt/cola/permits/1136978735_1613989327.28/0/powermock-core-2-0-0-sources-1-
  jar/org/powermock/tests/utils/PowerMockTestNotifier.java
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  jar/org/powermock/core/ConcreteClassGenerator.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

------
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

------

Apache

The following artifacts are ASL2 licensed.

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

------

MortBay

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

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

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

------
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

------
Assorted

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.

1.272 rx-netty 0.4.9

1.273 slf4j 1.7.25
1.273.1 Available under license:
No license file was found, but licenses were detected in source scan.

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*/

Found in path(s):
* /opt/cola/permits/1126029915_1611547194.91/0/slf4j-api-1-7-25-sources.zip/org/slf4j/spi/LocationAwareLogger.java
* /opt/cola/permits/1126029915_1611547194.91/0/slf4j-api-1-7-25-sources.zip/org/slf4j/Logger.java
* /opt/cola/permits/1126029915_1611547194.91/0/slf4j-api-1-7-25-sources.zip/org/slf4j/impl/StaticMarkerBinder.java
* /opt/cola/permits/1126029915_1611547194.91/0/slf4j-api-1-7-25-sources.zip/org/slf4j/spi/MarkerFactoryBinder.java
* /opt/cola/permits/1126029915_1611547194.91/0/slf4j-api-1-7-25-sources.zip/org/slf4j/impl/StaticLoggerBinder.java
* /opt/cola/permits/1126029915_1611547194.91/0/slf4j-api-1-7-25-sources.zip/org/slf4j/spi/MDCAdapter.java
* /opt/cola/permits/1126029915_1611547194.91/0/slf4j-api-1-7-25-sources.zip/org/slf4j/impl/StaticMDCBinder.java
* /opt/cola/permits/1126029915_1611547194.91/0/slf4j-api-1-7-25-sources.zip/org/slf4j/MessageFormatter.java
* /opt/cola/permits/1126029915_1611547194.91/0/slf4j-api-1-7-25-sources.zip/org/slf4j/LoggerFactory.java
* /opt/cola/permits/1126029915_1611547194.91/0/slf4j-api-1-7-25-sources.zip/org/slf4j/nop/NOPMDCAdapter.java
* /opt/cola/permits/1126029915_1611547194.91/0/slf4j-api-1-7-25-sources.zip/org/slf4j/nop/NOPLogger.java

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1.274 d3 3.5.17

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1.276 jackson-module-parameter-names

2.11.0

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1.283 javatuples 1.2

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* /opt/cola/permits/1136827867_1613930899.82/0/spring-security-jwt-1-0-11-release-sources-2-
jar/org/springframework/security/jwt/crypto/sign/EllipticCurveVerifier.java
* /opt/cola/permits/1136827867_1613930899.82/0/spring-security-jwt-1-0-11-release-sources-2-
jar/org/springframework/security/jwt/crypto/sign/EllipticCurveKeyHelper.java
* /opt/cola/permits/1136827867_1613930899.82/0/spring-security-jwt-1-0-11-release-sources-2-
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jar/org/springframework/security/jwt/crypto/cipher/CipherMetadata.java
* /opt/cola/permits/1136827867_1613930899.82/0/spring-security-jwt-1-0-11-release-sources-2-
jar/org/springframework/security/jwt/crypto/sign/RsaKeyHelper.java
* /opt/cola/permits/1136827867_1613930899.82/0/spring-security-jwt-1-0-11-release-sources-2-
jar/org/springframework/security/jwt/BinaryFormat.java
* /opt/cola/permits/1136827867_1613930899.82/0/spring-security-jwt-1-0-11-release-sources-2-
jar/org/springframework/security/jwt/crypto/sign/MacSigner.java
* /opt/cola/permits/1136827867_1613930899.82/0/spring-security-jwt-1-0-11-release-sources-2-
jar/org/springframework/security/jwt/crypto/sign/InvalidSignatureException.java
* /opt/cola/permits/1136827867_1613930899.82/0/spring-security-jwt-1-0-11-release-sources-2-
jar/org/springframework/security/jwt/crypto/sign/Verifier.java
* /opt/cola/permits/1136827867_1613930899.82/0/spring-security-jwt-1-0-11-release-sources-2-

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 * Base64 encoder which is a reduced version of Robert Harder's public domain implementation (version 2.3.7).
 *
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* /opt/cola/permits/1136827867_1613930899.82/0/spring-security-jwt-1-0-11-release-sources-2-jar/org/springframework/security/jwt/codec/Base64Codec.java

1.285 spring-cloud-function-core

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1.286 xmltooling 1.4.6

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version 1.2.5, July 18th, 2005

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Description: Makes the generated copyright headers reproducible
Author: Emmanuel Bourg <ebourg@apache.org>
Forwarded: no
--- a/make/jdk/src/classes/build/tools/cldrconverter/CopyrightHeaders.java
+++ b/make/jdk/src/classes/build/tools/cldrconverter/CopyrightHeaders.java
@@ -26,6 +26,7 @@
package build.tools.cldrconverter;
import java.util.Calendar;
import java.util.Date;
import java.util.GregorianCalendar;
import java.util.Locale;
import java.util.TimeZone;
@@ -150,8 +151,14 @@
}            
private static int getYear() {
    return new GregorianCalendar(TimeZone.getTimeZone("America/Los_Angeles"),
    Locale.US).get(Calendar.YEAR);
+    Date date = new Date();
+    if (System.getenv("SOURCE_DATE_EPOCH") != null) {
+        date = new Date(1000 * Long.valueOf(System.getenv("SOURCE_DATE_EPOCH")));
+    }
+}
GregorianCalendar calendar = new GregorianCalendar(TimeZone.getTimeZone("UTC"), Locale.ENGLISH);
calendar.setTime(date);
return calendar.get(Calendar.YEAR);

// no instantiation
--- a/make/jdk/src/classes/build/tools/generatelsrequivmaps/EquivMapsGenerator.java
+++ b/make/jdk/src/classes/build/tools/generatelsrequivmaps/EquivMapsGenerator.java
@@ -33,9 +33,13 @@
import java.time.ZonedDateTime;
import java.util.ArrayList;
+import java.util.Calendar;
+import java.util.Date;
+import java.util.GregorianCalendar;
import java.util.List;
import java.util.Locale;
import java.util.Map;
+import java.util.TimeZone;
import java.util.TreeMap;

/**
 @@ -225,8 +229,15 @@
+ "}):
-private static String getOpenJDKCopyright() {
-    int year = ZonedDateTime.now(ZoneId
-        .of("America/Los_Angeles")).getYear();
-    Date date = new Date();
+    if (System.getenv("SOURCE_DATE_EPOCH") != null) {
+        date = new Date(1000 * Long.valueOf(System.getenv("SOURCE_DATE_EPOCH")));
+    }
+    }
+    }
+    }
+    }
+    }
+    }
+GregorianCalendar calendar = new GregorianCalendar(TimeZone.getTimeZone("UTC"), Locale.ENGLISH);
calendar.setTime(date);
+    int year = calendar.get(Calendar.YEAR);
return String.format(Locale.US, COPYRIGHT, year);
}

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1.292 msx-dgrid 0.0.9

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1.294 jackson 2.11.3

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Jean-loup Gailly        Mark Adler
jloup@gzip.org          madler@alumni.caltech.edu

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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/annotations/Expose.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/InstanceCreator.java

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Found in path(s):
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/annotations/JsonAdapter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/JsonAdapterAnnotationTypeAdapterFactory.java

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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonSyntaxException.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/Streams.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/LongSerializationPolicy.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonStreamParser.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/FieldAttributes.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonParser.java

1.299 utah-parser 1.0.2-SNAPSHOT
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1.301 zipkin-sender-kafka 2.15.0
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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk-Spec: 13
Automatic-Module-Name: zipkin2.reporter.kafka
Bnd-LastModified: 1589702632723
Build-Jdk: 13.0.2
Built-By: travis
Bundle-Description: Zipkin Reporter (Parent)
Bundle-DocURL: https://zipkin.io/
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Zipkin Sender: Kafka 0.11+
1.302 xorg-randr 1.20.8

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1.303 core-js 1.2.7

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1.304 zipkin-sender-amqp-client 2.15.0

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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk-Spec: 13
Automatic-Module-Name: zipkin2.reporter.amqp
Bnd-LastModified: 1589702698496
Build-Jdk: 13.0.2
Built-By: travis
Bundle-Description: Zipkin Reporter (Parent)
Bundle-DocURL: https://zipkin.io/
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Zipkin Sender: RabbitMQ AMQP Client 4.x
Bundle-SymbolicName: io.zipkin.reporter2.zipkin-sender-amqp-client
Bundle-Vendor: OpenZipkin
Bundle-Version: 2.15.0
Export-Package: zipkin2.reporter.amqp;version="2.15.0";uses:="com.rabbitmq.client,zipkin2,zipkin2.codec,zipkin2.reporter"
Import-Package: com.rabbitmq.client;version="[4.11,5)",zipkin2;version="[2.21.3]",zipkin2.codec;version="[2.21.3]",zipkin2.reporter;version="[2.15.3]"
Originally-Created-By: Apache Maven Bundle Plugin
Require-Capability: osgi.ee;filter:="(&osgi.ee=JavaSE)(version=1.6)])"
Tool: Bnd-4.2.0.201903051501

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* /opt/cola/permits/1096695372_1601878509.68/0/zipkin-sender-amqp-client-2-15-0-jar/META-INF/MANIFEST.MF
1.305 zstd 1.3.8+dfsg-3+deb10u2

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Format: https://www.debian.org/doc/packaging-manuals/copyright-format/1.0/
Upstream-Name: Zstd
Source: https://github.com/facebook/zstd
Files-Excluded: appveyor.yml
circle.yml
build/*
programs/windres/*
.travis.yml
.buckversion
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Comment: Starting from 1.3.1 zstd's patent claim is removed
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Files: zlibWrapper/examples/*.c
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Files: zlibWrapper/gz*.c
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1.307 dash 0.5.10.2 5
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1.309 mockito-core 3.3.3

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* /opt/cola/permits/1135880286_1613624458.77/0/spring-tx-5-2-7-release-sources-2-
  jar/org/springframework/jca/cci/connection/NotSupportedRecordFactory.java
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  jar/org/springframework/transaction/support/TransactionSynchronizationAdapter.java
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  jar/org/springframework/transaction/reactive/TransactionContextManager.java
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  jar/org/springframework/transaction/interceptor/CompositeTransactionAttributeSource.java
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  jar/org/springframework/transaction/annotation/AnnotationTransactionAttributeSource.java
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  jar/org/springframework/transaction/annotation/AbstractTransactionManagementConfiguration.java
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  jar/org/springframework/transaction/annotation/Propagation.java
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  jar/org/springframework/transaction/annotation/SpringTransactionAnnotationParser.java
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  jar/org/springframework/transaction/transaction/TransactionStatus.java
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  jar/org/springframework/transaction/reactive/TransactionSynchronizationUtils.java
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  jar/org/springframework/transaction/reactive/TransactionContextHolder.java
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  jar/org/springframework/transaction/interceptor/TransactionAspectSupport.java
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  jar/org/springframework/jca/cci/connection/SingleConnectionFactory.java
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  jar/org/springframework/transaction/HeuristicCompletionException.java
* /opt/cola/permits/1135880286_1613624458.77/0/spring-tx-5-2-7-release-sources-2-
  jar/org/springframework/transaction/config/AnnotationDrivenBeanDefinitionParser.java
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  jar/org/springframework/transaction/interceptor/DefaultTransactionAttribute.java
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  jar/org/springframework/jca/cci/connection/TransactionAwareConnectionFactoryProxy.java
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jar/org/springframework/jca/cci/object/MappingRecordOperation.java
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* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/0/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/composite/FieldNamesAware.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/0/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/composite/accessevento/AccessEventNestedJsonProvider.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/0/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/decoder/PrettyPrintingJsonGeneratorDecorator.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/0/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/layout/LogstashAccessLayout.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/0/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/appender/LogstashUdpSocketAppender.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/0/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/appender/listener/LoggingEventTcpAppenderListenerImpl.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/0/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/fieldnames/LogstashCommonFieldNames.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/0/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/composite/loggingevent/LogLevelJsonProvider.java
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1.318 httpcomponents-client 4.5.6

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1.319 json-java 20160810

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1.320 zipkin-sender-activemq-client 2.15.0

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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk-Spec: 13
Automatic-Module-Name: zipkin2.reporter.activemq
Bnd-LastModified: 1589702730253
1.321 openssh 7.9p1-10+deb10u2

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* @version 3.0 (December 2000)
* 
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* 
* @author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be> 
* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be> 
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1.322 kryo 3.0.3

1.323 jetty-io 9.4.29.v20200521

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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

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1.324 insserv 1.18.0-2

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1.327 jackson-xc 2.11.0

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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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* javax.servlet:javax.servlet-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
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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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Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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## Source Code

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* https://github.com/eclipse-ee4j/jersey

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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/FilteredMultimapValues.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/eventbus/SubscriberExceptionHandler.java

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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/io/RecursiveDeleteOption.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/MutableNetwork.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/Network.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/PredecessorsFunction.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/io/InsecureRecursiveDeleteException.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/MutableGraph.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/ImmutableGraph.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/SuccessorsFunction.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/Graphs.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/ImmutableNetwork.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/math/Quantiles.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/eventbus/Dispatcher.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/eventbus/Subscriber.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/base/MoreObjects.java

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* */
/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
 * following header:
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 */

Found in path(s):
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*/
/**
* Holder for web specializations of methods of [ @code Shorts ]. Intended to be empty for regular
* version.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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  jar/com/google/common/util/concurrent/IgnoreJRERequirement.java

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*/

/*
Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
{@code GwtIncompatible}. This is more accurate for [@link Futures#catching], which is available
under GWT but with a slightly different signature.
*
* We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler wouldn't recognize
it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
compiler to autostrip the normal server method in order to expose the special, inherited GWT
version.
*/

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/util/concurrent/Partially.java
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*/opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/hash/LittleEndianByteArray.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeRangeMap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TreeTraverser.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/base/Functions.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/io/CountingInputStream.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/base/Predicates.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/io/CharStreams.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/base/Suppliers.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/base/Supplier.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/eventbus/AsyncEventBus.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/AbstractFuture.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/primitives/Primitives.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/ListenableFuture.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/primitives/Primitives.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/AbstractFuture.java
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 */
/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
 * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
 * version.
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@code Comparable} to use {@link
 * ImmutableSortedMap#of(Comparable, Object)}.</b>
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collection/ImmutableSortedMapFauxverideShim.java
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  jar/com/google/common/collection/MultimapBuilder.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collection/ImmutableMapEntry.java
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 */

/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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 */
/**
 * Holder for web specializations of methods of [ @code Ints]. Intended to be empty for regular
 * version.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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 */
/**
 * Holder for web specializations of methods of [ @code Floats]. Intended to be empty for regular
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 */

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  */opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/reflect/TypeToken.java
  */opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/annotations/VisibleForTesting.java
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  */opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/AggregateFuture.java
  */opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/io/PatternFilenameFilter.java
  */opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/FuturesGetChecked.java
  */opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/TimeLimiter.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/escape/CharEscaper.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/FluentFuture.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/Futures.java
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jar/com/google/common/collection/FilteredKeyMultimap.java
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jar/com/google/common/reflect/Invokable.java
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*/opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/ImmutableRangeSet.java
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jar/com/google/common/cache/LongAddable.java
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jar/com/google/common/reflect/TypeToInstanceMap.java
*/
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jar/com/google/common/math/LinearTransformation.java
*/
*/opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ForwardingSortedMultiset.java
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  * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/cache/Cache.java
  * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/cache/AbstractLoadingCache.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/cache/RemovalListeners.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/EndpointPair.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/EndpointPairIterator.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/AbstractGraphBuilder.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/StandardMutableValueGraph.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/Comparators.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/ElementOrder.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/StandardNetwork.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/ForwardingValueGraph.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/NetworkBuilder.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/MoreCollectors.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/StandardMutableGraph.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/StandardMutableNetwork.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/GraphBuilder.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/AbstractValueGraph.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/graph/EdgesConnecting.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/IndexedImmutableSet.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/BaseImmutableMultimap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/JdkBackedImmutableMap.java

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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ImmutableAsList.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ImmutableEnumSet.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ImmutableSortedMap.java
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*/
/* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/RegularImmutableSortedSet.java
*/
/* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/RegularImmutableList.java
*/
/* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ImmutableTable.java
*/
*/
/* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/SingletonImmutableList.java
*/
/* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/SingletonImmutableTable.java
*/
/* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/EmptyImmutableSetMultimap.java
*/
/* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ComputationException.java
*/
/* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ImmutableClassToInstanceMap.java
*/
/* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ArrayTable.java
*/
/* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ComparisonChain.java
*/
/* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/AbstractIndexedListIterator.java
*/
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/net/PercentEscaper.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/base/CharMatcher.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/thirdparty/publicsuffix/TrieParser.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/base/Converter.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/Atomics.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/base/Platform.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/MapMakerInternalMap.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/DenseImmutableTable.java
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 */
/**
** *
** * Holder for extra methods of {code Objects} only in web. Intended to be empty for regular
** * version.
** */

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jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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 */
/**
** *
** * Returns an array containing all of the elements in the specified collection. This method
** * returns the elements in the order they are returned by the collection's iterator. The returned
** * array is "safe" in that no references to it are maintained by the collection. The caller is
** * thus free to modify the returned array.
** *
** * <p>This method assumes that the collection size doesn't change while the method is running.
** *
** * <p>TODO(kevinb): support concurrently modified collections?
* @param c the collection for which to return an array of elements
*

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/collections/ObjectArrays.java

1.341 babel-runtime 7.7.2

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1.342 jackson 1.9.13

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* /opt/cola/permits/1096695471_1601878543.71/0/cassandra-lucene-index-builder-3-11-3-0-sources-jar/com/stratio/cassandra/lucene/builder/index/schema/analysis/SnowballAnalyzer.java
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* /opt/cola/permits/1096695471_1601878543.71/0/cassandra-lucene-index-builder-3-11-3-0-sources-jar/com/stratio/cassandra/lucene/builder/JSONBuilder.java
* /opt/cola/permits/1096695471_1601878543.71/0/cassandra-lucene-index-builder-3-11-3-0-sources-
1.344 httpcomponents-mime 4.5.3

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1.345 invariant 2.2.4

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1.349 jakarta-servlet-api 4.0.3

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1.351 httpClient 4.5.12

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2.2.3.RELEASE

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  jar/springfox/documentation/spi/service/contexts/OperationContext.java
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  jar/springfox/documentation/spi/service/contexts/PathContext.java
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* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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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

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org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.370 zstd 1.4.4-7

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

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

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

Oracle OpenJDK

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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

OW2

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

Apache

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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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1.374 public-encrypt 4.0.3

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1.375 jackson-databind-nullable 0.2.1

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1.376 exenv 1.2.2

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* /opt/cola/permits/1135953085_1613641336.59/0/commons-logging-1-1-sources-10.jar/org/apache/commons/logging/impl/ServletContextCleaner.java

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  jar/org/apache/commons/logging/LogFactory.java
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  jar/org/apache/commons/logging/impl/WeakHashtable.java
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Found in path(s):
* /opt/cola/permits/1135953085_1613641336.59/0/commons-logging-1-1-sources-10-jar/org/apache/commons/logging/impl/package.html
* /opt/cola/permits/1135953085_1613641336.59/0/commons-logging-1-1-sources-10-jar/org/apache/commons/logging/package.html

1.381 jackson 2.10.1

1.381.1 Available under license:

# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.382 apache-xml-rpc-client-library 3.1.2

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1.383 setimmediate 1.0.5

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1.384 angular-upgrade 9.0.7

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  */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

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{"version":3,"sources":["packages/upgrade/upgrade-static-testing.umd.js"],"names":["global","factory","exports","module","require","define","amd","self","ng","upgrade","static","testing","core","this","__metadata","metadataKey","metadataValue","Reflect","metadata","noNg","Error","noNgElement","cleanData","angular","bootstrap","element","injector","version","undefined","resumeBootstrap","getTestability","window","hasOwnProperty","_a","injector$1","module_","prefix","dependencies","$injector","$injectorFactory","AngularTestingModule","__decorate","decorators","target","key","desc","d","c","arguments","length","r","Object","getPropertyDescriptor","decorate","i","defineProperty","NgModule","providers","provide","useFact
function (d, b) { for (var p in b) if (b.hasOwnProperty(p)) d[p] = b[p]; }

return extendStatics(d, b);

function _extends(d, b) { __extends(d, b);

function ____() { this.constructor = d; }

var d.prototype = b === null ? Object.create(b) : { constructor: d, __proto__: b };

function __assign(to, from) { if (null == from) return to;

for (var key in from) if (Object.prototype.hasOwnProperty.call(from, key))
    to[key] = from[key];

return to;
}

function __rest(s, e) { var t = {}; for (var key in s) if (e.indexOf(key) < 0)
    t[key] = s[key];

return t;
}

__assign.apply(this, arguments);

function __spread() {

for (var s = arguments[0]; !s; s = arguments[++i]);

return s;
}

function __unwrap(s) { return s && s.__esModule ? s.default : s;
}

var __extendStatics = function(__extendStatics, m, exports) {

if (m && typeof m === 'function' && m.__esModule)
    for (var p in m) exports[p] = m[p];

__exportStar(m, exports);
}

for (var p in m) exports[p] = m[p];

function __ Gründe { return function (thisArg, ...args) {

    var body = args[0];
    var context = thisArg;
    var o = body.length - 2, t = body[0], S = body[1];
    var ps = [], i = 0, L = o.length;

    while (i < L) ps.push(function (p) {
        return function () {
            return body.call(thisArg, p, ...args);  
        }
    }(i++));

    return function () {
        return body.call(context, ...ps.map((p) => p()).arguments);  
    }
}(function (target, source, assign) {

    for (var pr = 0; pr < source.length; pr++)
        if (source[pr] && source[pr].propertyIsEnumerable.call(context, pr))
            assign[pr] = source[pr][pr];

    return assign;
})};

function __.setPrototypeOf(a, m) {

    if (a === null) return m;

    a.__proto__ = m;

    return a;
}

function __extendsStatics(a, m) {

    a.prototype = __extendsStatics(m.prototype, m);

    return a;
}

function __createSuper(D) {

    var C = function () {
        var a = 0, p = arguments.length, d = D && D.__proto__;  
        if (d)
            d = __extendsStatics(d, C);

        var f = null;

        for (a = p - 1; a >= 0; a--)
            if (f = D = D[0])
                if (f.typeof === "function")
                    if (f.prototype === null)
                        return __createSuper(D = f);

        if (a >= 0)
            return D = D[0] = D;

    return function (b) {

        if (f.prototype === null)
            return __createSuper(D = f);

        b = f(b);

        if (p > 1)
            for (var pr = 1; pr < p; pr++)
                b = __extendsStatics(b, D = D[pr]);

        return b;
    };
}

function __getOwnPropDesc(x, p) {

    return __getOwnPropDescDesc(x, p);
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*/

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

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 */

var $injector = null;
var injector$1;

function $injectorFactory() {
    return $injector;
}

var AngularTestingModule = /** @class */ (function () {
    function AngularTestingModule(i) {
        injector$1 = i;
    }

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

    return AngularTestingModule;

    /**
     * A helper function to use when unit testing Angular services that depend upon upgraded AngularJS services.
     *
     * This function returns a NgModule decorated class that is configured to wire up the Angular\n     * 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 `HeroesService` is an Angular service that depends upon an\n     * AngularJS service, `titleCase`.
     *
     * <code-example path="upgrade/static/ts/full/module.spec.ts" region="angular-setup"></code-example>
     *
     * 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\n     * as needed by the AngularJS `injector`.
     * In the following code snippet, `HeroesService` is an Angular service that depends upon an\n     * AngularJS service, `titleCase`.
     *
     * @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
     */
    function createAngularTestingModule(angularJSModules, strictDi) {
        module_('$$angularJSTestingModule', angularJSModules)
            .constant(UPGRADE_APP_TYPE_KEY, 2 /* Static */) .constant(UPGRADE_APP_TYPE_KEY, 2 /* Static */).
        return $injector = injector(

        });

    *
    * Do not use `createAngularTestingModule` in the same spec as `createAngularJSTestingModule`.
    */
    <code-pane header="module.spec.ts" path="upgrade/static/ts/full/module.spec.ts"></code-pane>
    <code-pane header="module.spec.ts" path="upgrade/static/ts/full/module.spec.ts"></code-pane>
    <code-pane header="module.spec.ts" path="upgrade/static/ts/full/module.spec.ts"></code-pane>
function createAngularJSTestingModule(angularModules) {
    return angular.module_('$angularJSTestingModule', 
        ['angularJSTestingModule']).constant(UPGRADE_APP_TYPE_KEY, 2 /* Static */)
        .factory(INJECTOR_KEY, 
            function ($INJECTOR) {
                testing TestBed.configureTestingModule({
                    imports: angularModules,
                    providers: [{
                        provide: $INJECTOR, useValue: $INJECTOR }]
                });
                return testing TestBed.inject(core.Injector);
            }
        ).name;
}

exports.createAngularJSTestingModule = createAngularJSTestingModule;

exports.angular_packages_upgrade_static_testing_testing_a = module_;
exports.angular_packages_upgrade_static_testing_testing_b = UPGRADE_APP_TYPE_KEY;
exports.angular_packages_upgrade_static_testing_testing_d = INJECTOR_KEY;

Object.defineProperty(exports, '__esModule', { value: true });
})
//# sourceMappingURL=upgrade-static-testing.umd.js.map

IComponent {
  bindings?: {
    [key: string]: string;
  },
  controller?: string|IInjectable;
  controllerAs?: string;
  require?: {
    DirectiveRequireProperty;
  },
  template?: string|Function;
  templateUrl?: string|Function;
  transclude?: DirectiveTranscludeProperty;
}

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

export interface ITranscludeFunction {
  // If the scope is provided, then the
cloneAttachFn must be as well.
  (scope: IScope, cloneAttachFn: ICloneAttachFunction): IAugmentedJQuery;
  // If one argument is provided, then it's assumed to be the cloneAttachFn.
  (cloneAttachFn?: IAugmentedJQuery): IAugmentedJQuery;
}

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

export interface ICloneAttachFunction {
  cloneAttachFn: (clonedElement: IAugmentedJQuery): void;
  // If one argument is provided, then it's assumed to be the cloneAttachFn.
  (cloneAttachFn?: IAugmentedJQuery): void;
}

export interface ICloneAttachFunction {
  (scope: IScope, cloneAttachFn: ICloneAttachFunction): IAugmentedJQuery;
  // If one argument is provided, then it's assumed to be the cloneAttachFn.
  (cloneAttachFn?: ICloneAttachFunction): IAugmentedJQuery;
}

export interface IProvider {
  $get: IInjectable;
}

export interface IProvideService {
  provider(token: Ng1Token, provider: IProvider): IProvider;
  factory(token: Ng1Token, factory: IInjectable): IProvider;
  service(token: Ng1Token, type: Injectable): IProvider;
  value(token: Ng1Token, value: any): IProvider;
  constant(token: Ng1Token, value: any): IProvider;
  decorator(token: Ng1Token, factory: Injectable): void;
 胧
}

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): any;
}

export interface ITemplateCacheService extends ICacheObject {
  get(key: string): string;
}

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

export interface IController = string | IInjectable;

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

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

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

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

export interface INgModelController {
  $render(): void;
  $isEmpty(value: any): boolean;
  $setValidity(validationErrorKey: string, isValid: boolean): void;
  $setPristine(): void;
  $setDirty(): void;
  $setUntouched(): void;
  $setTouched(): void;
  $rollbackViewValue(): void;
  $validate(): void;
  $commitViewValue(): void;
  $setViewValue(value: any, trigger: string): void;
  $getViewValue(): void;
  $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
}

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

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

try {
  if

(console.error) {ln console.error(e, e.stack);\n] else {ln // tslint:disable-next-line:no-console\n console.log(e, e.stack);\n] } throw e;\n]}\n\nexport function controllerKey(name: string): string {ln return `$ + name +\n'Controller';\n] }\n\nexport function directiveNormalize(name: string): string {ln return name.replace(DIRECTIVE_PREFIX_REGEXP, '') +\n.replace(DIRECTIVE_SPECIAL_CHARS_REGEXP, (_, letter) => letter.toUpperCase());\n] }\n\nexport function getDowngradedModuleCount(Sinjector: INInjectorService):\nnumber {ln return Sinjector.has(DOWNGRADED_MODULE_COUNT_KEY) ?\nSinjector.get(DOWNGRADED_MODULE_COUNT_KEY) :\n0;\n] }\n\nexport function getUpgradeAppType(Sinjector: INInjectorService): UpgradeAppType {ln return\nSinjector.has(UPGRADE_APP_TYPE_KEY) ? Sinjector.get(UPGRADE_APP_TYPE_KEY) :\nUpgradeAppType.None;\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\n    `ngUpgrade` app.)\n  None,\n  // App using the deprecated `@angular/upgrade` APIs (a.k.a. dynamic\n  `ngUpgrade`).\n  Dynamic,\n  // App using `@angular/upgrade/static` with `UpgradeModule`.\n  Static,\n  // App using `@angular/upgrade/static` with `downgradeModule()` (a.k.a. ngUpgrade' lite).\n  Lite,\n  \n  /**\n   * @license\n   * Copyright
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*/

import {ApplicationRef, ChangeDetectorRef, ComponentFactory, ComponentRef, EventEmitter, Injector, OnChanges, SimpleChange, SimpleChanges, StaticProvider, Testability, TestabilityRegistry, Type} from '@angular/core';
import {IAttributes, IAugmentedJQuery, ICompileService, IInjectorService, INgModelController, IParseService, IScope} from './angular1';
import {PropertyBinding} from './component_info';
import {$SCOPE} from './constants';
import {getTypeName, hookupNgModel, strictEquals} from './util';

const INITIAL_VALUE = {
  __UNINITIALIZED__: true
};

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

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

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

    this.element.empty();

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

    return compiledProjectableNodes;
  }

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

    this.setupInputs(true);
    hookupNgModel(this.ngModel, this.componentScope);
    hookupNgModel(this.ngModel, this.component);
attrs[input.bracketParenAttr];

if (expr != null) {
  const watchFn =
      this.updateInput(prop, prevValue, currValue)(input.prop);
}

this.componentScope.$watch(expr, watchFn);

if (expr != null) {
  const watchFn =
      (prop => (currValue: any, prevValue: any) =>
         this.updateInput(prop, prevValue, currValue)(input.prop));

  this.componentScope.$watch(expr, watchFn);
}

this.viewChangeDetector.markForCheck();

if (propagateDigest) {

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

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

appRef.attachView(this.componentRef.hostView);

this.subscribeToOutput(output, expr);
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 selector = ngContentSelectors[i];
    if (selector === '*') {
      wildcardNgContentIndex = i;
    } else {
      if (matchesSelector(element, selector)) {
        ngContentIndices.push(i);
      }
    }
  }
  ngContentIndices.sort();
  if (wildcardNgContentIndex !== -1) {
    ngContentIndices.push(wildcardNgContentIndex);
  }
  return ngContentIndices.length ? ngContentIndices[0] : null;
}

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

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

/**
 * @description
 *
 * A helper function that
 * allows an Angular component to be used from AngularJS.
 *
 * *Part of the
 * [upgrade/static](api?query=upgrade%2Fstatic)
 * library for hybrid upgrade apps that support AOT compilation*
 * This helper function returns a factory function to be used for registering
 * an AngularJS component to be used from AngularJS.
 *
 * *Usage Notes*
 * This helper function returns a factory function that can be
 * used to define the AngularJS directive that wraps the
 * `downgrading` component
 * @description
 * A helper function that allows an Angular component to be used from AngularJS.
 */

const ngContentIndex = findMatchingNgContentIndex(element, 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 selector = ngContentSelectors[i];
    if (selector === '*') {
      wildcardNgContentIndex = i;
    } else {
      if (matchesSelector(element, selector)) {
        ngContentIndices.push(i);
      }
    }
  }
  ngContentIndices.sort();
  if (wildcardNgContentIndex !== -1) {
    ngContentIndices.push(wildcardNgContentIndex);
  }
  return ngContentIndices.length ? ngContentIndices[0] : null;
}

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

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 */

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

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

```typescript
@publicApi
export function downgradeComponent(info: {
  component: Type<any>;
  downgradedModule?: string;
  propagateDigest?: boolean;
  inputs?: string[];
  outputs?: string[];
  selectors?: string[];
}): any /* angular.IInjectable */ {
    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;

    if (!parentInjector || hasMultipleDowngradedModules) {
      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 thus a `parentInjector`) and we are sure that it belongs to the same `NgModule` as this downgraded component (e.g. because there is only one downgraded module, we use that `parentInjector` as both...
`finalModuleInjector` and
`finalParentInjector`.
- If there is a parent component, it may belong to a different `NgModule`, then we use the `parentInjector` as `finalParentInjector` and this downgraded component's
declaring `NgModule`'s injector as `finalModuleInjector`.

Note 1: If the `NgModule` is already bootstrapped, we just get its injector (we don't bootstrap again).

Note 2: It is possible that (while there are multiple downgraded modules) this component belongs 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, its injector as parent injector.
- If this is a "top-level" Angular component, use the module injector.

const finalParentInjector = parentInjector || moduleInjector !;

const finalModuleInjector = moduleInjector || parentInjector !;

const doDowngrade = (injector: Injector, moduleInjector: Injector) => {
  // Retrieve `ComponentFactoryResolver` from the injector tied to the `NgModule`.
  const injectorPromise = new ParentInjectorPromise(element);

  injectorPromise.resolve(injector);

  injectorPromise.resolve(injector); // 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(() => {});

  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 componentFactoryResolver = 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 doDowngradeFn = (injector: Injector, mInjector: Injector) => {
    if (!isNgUpgradeLite) {
      wrapCallback(() => doDowngrade(pInjector, mInjector))();
    } else {
      // NOTE:
      // Not using ParentInjectorPromise.all() (which is inherited from SyncPromise), because
      // Closure Compiler (or some related tool) complains:
      // "TypeError: ...Src$doDowngrade_component_ParentInjectorPromise.all is not a function"
      SyncPromise.all([finalParentInjector, finalModuleInjector]).then(([{injector, mInjector}])
        => doDowngradeFn(injector, mInjector));
    }

    if (ranAsync) {
      // bracket-notation because of closure - see #14441
      directiveFactory[$injector] = [$COMPILE, $INJECTOR, $PARSE];
    }
  }

  return directiveFactory;

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

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

    this.$inject = [injector, mInjector];

    // Store the promise on the element.
    element.data ![injectorKey, this];

    // Resolve the promise.
    super.resolve(injector, mInjector); void |

    // Store the real injector on the element.
    this.$inject = injector;

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

    // Resolve the promise.
    super.resolve(injector, mInjector) !

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

    @Injectable()
    export class AsyncMessageService {
      private _message: string = 'Hello';

      constructor(private messageService: AsyncMessageService) {
        this._message = 'Hello, world!';
      }

      sendMessage() {
        this._message = 'Goodbye';
      }
    }

    // Example usage:
    const service = new AsyncMessageService();
    service.sendMessage();

    // Output: ['Hello', 'Goodbye']
library for hybrid upgrade apps that support AOT compilation

This helper function returns a factory function that provides access to the Angular

The `token` parameter, when using a downgraded service module, will be part of the upgrade application. For example, let's assume we have an `HeroesService` defined in the upgrade app

Now we can register the `downgradeInjectable` factory function for the service in an AngularJS module.

Angular's `*ngModule` that is only necessary when using `downgradeModule()` to downgrade more than one Angular module as the injectable, but it is _not_ OK to use it in an AngularJS component that may be used independently of Angular or

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

```typescript

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

injector: Injector = $injector.get(injectorKey);

return injector.get(token);
}
}

return factory;
}

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 */

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

// We have to do a little dance to get the ng1 injector into the module injector.
// Then we "get" the ng1 injector from the module injector, which triggers the provider to read
// the stored injector and release the reference to it.

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

export function injectorFactory() {
  if (!tempInjectorRef)
  {
    throw new Error('Trying to get the AngularJS injector before it being set.');
  }

  const injector: IInjectorService = tempInjectorRef;
  tempInjectorRef = null;  // clear the value to prevent memory leaks

  return injectorFactory();
}

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

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

export function parseFactory(i: IInjectorService) {
  return i.get('$parse');
}

export const angular1Providers = [
  // We must use exported named functions for the ng2 factories to keep the compiler happy:
  // > Metadata collected contains an error that will be reported at runtime:
  // > Function calls are not supported.
  // > Consider replacing the function or lambda with a reference to an exported function:

  {provide: 'Sinjector', useFactory: injectorFactory, deps: []}
];
{provide: 'rootScope', useFactory: rootScopeFactory, deps: ['Sinjector']},
{provide: 'Scompile', useFactory: compileFactory, deps: ['Sinjector']},
{provide: 'Sparse', useFactory: parseFactory, deps: ['Sinjector']},
*/

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

export class NgAdapterInjector implements Injector {
  constructor(private modInjector: Injector) {}

  get(token: any, notFoundValue?: any): any {
    if (notFoundValue === NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {
      return notFoundValue;
    }

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

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 */

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

import {IInjectorService, IProvideService, module_ as angularModule} from '../../src/common/src/angular1';
import {$INJECTOR, $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 | UpgradeModule for Performance}` library for hybrid upgrade apps that
 * support AOT compilation.

 * It allows loading/bootstrap the Angular part of a hybrid application lazily and not having
to pay the cost up-front. For example, you can have an AngularJS application that uses Angular for
* specific routes and only instantiate the Angular modules if/when the user visits one of these
* routes.

* The Angular module will be bootstrapped once (when requested for the first time) and the same
* reference will be used from that point onwards.

* "downgradeModule()" requires either an `NgModuleFactory` or a function:
* - `NgModuleFactory`: If you pass an `NgModuleFactory`, it will be used to instantiate a module
* using `platformBrowser`'s `bootstrapModuleFactory()`.
* - `Function`: If you pass a function, it is expected to return a promise resolving to an
*   `NgModuleRef`. The function is called with an array of extra `StaticProvider` Providers
* that are expected to be available from the returned
* `NgModuleFactory`'s `Injector`. It 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).

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

* 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
*   `{@link NgZone Angular zone}`.
* - `UpgradeModule` does not automatically run an
*   [digest()](https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$digest) when changes are detected in the

---
Angular part of the application. 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, on the other side, does not try to tie the two change detection systems as tightly, restricting the explicit change detection runs only to cases where it knows it is necessary (e.g. when the inputs of a downgraded component change). This improves performance especially in change-detection-heavy applications, but leaves it up to the developer to manually notify each framework as needed. For a more detailed discussion of the differences and their implications, see [Upgrading for Performance](guide/upgrade-performance). You can manually trigger a change detection run in AngularJS using
```
<scope.$apply(...)>(https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$apply) or

[$rootScope.$digest](https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$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.

  - To avoid performance issues, see [Upgrading for Performance](guide/upgrade-performance)
  
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```
import {Injectable} from '@angular/core';

@Injectable()
export class MyClass {
  constructor(private injector: Injector) {
    // Do something
  }
}
```

```
import {NgModule} from '@angular/core';

@NgModule({
  declarations: [
    MyComponent
  ],
  providers: [
    {provide: MyService, useClass: MyServiceClass}
  ],
  imports: [
    BrowserModule
  ],
  bootstrap: [
    AppComponent
  ]
})
```

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  ],
  imports: [
    BrowserModule
  ],
  bootstrap: [
    AppComponent
  ]
})
```
Injector, SimpleChanges} from '@angular/core';

import {DirectiveRequireProperty, IAugmentedJQuery, ICloneAttachFunction, ICompileService, IController, IControllerService, IDirective, IHttpBackendService, IInjectorService, ILinkFn, IScope, ITemplateCacheService, SingleOrListOrMap, element as angularElement} from './angular1';
import {$COMPILE, $CONTROLLER, $HTTP_BACKEND, $INJECTOR, $TEMPLATE_CACHE} from './constants';
import {controllerKey, directiveNormalize, isFunction} from './util';

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

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

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

// Classes
export class UpgradeHelper {
  public readonly $injector: IInjectorService;
  public readonly element: Element;
  public readonly $element: IAugmentedJQuery;
  public readonly directive: IDirective;

  private readonly $compile: ICompileService;
  private readonly $controller: IControllerService;

  constructor(
      private injector: Injector, private name: string, elementRef: ElementRef,
      directive?: IDirective) {
    this.$injector = injector.get($INJECTOR);
    this.$compile = this.$injector.get($COMPILE);
    this.$controller = this.$injector.get($CONTROLLER);
    this.$element = angularElement(elementRef.nativeElement);
    this.$element.data !(controllerKey(this.directive.name !), this.directive);
    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];
    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, $scope: IScope) {
    const locals = {'$scope': $scope, '$element': this.$element};
    const controller = this.$controller(controllerType, locals, null, this.directive.controllerAs);
    this.$element.data !(controllerKey(this.directive.name !), controller);
    return controller;
  }

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

    return this.compileHtml(template);
  }

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

    // Clean the jQuery/jqLite data on the component+child elements.
    // Equivalent to how jQuery/jqLite invoke `cleanData` on an Element
    // https://github.com/jquery/jquery/blob/743c8db28553267f9557f1e7a7248377915613fd9/src/manipulation.js#L223
    // https://github.com/angular/angular.js/blob/6ddc5f830f902a3d22f4b2aa70d864d688c82/src/jqLite.js#L306-L312
    // 'cleanData' will invoke the AngularJS `$destroy` DOM event
    // https://github.com/angular/angular.js/blob/6ddc5f830f902a3d22f4b2aa70d864d688c82/src/Angular.js#L1911-
angularElement.cleanData(this.element);

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

const transclude = this.directive.transclude;

prepareTransclusion(): ILinkFn|undefined {
    const contentChildNodes = this.extractChildNodes();
    const attachChildrenFn: ILinkFn = (scope, cloneAttachFn) => {
        // Since AngularJS v1.5.8, `cloneAttachFn` will try to destroy the transclusion scope if
        // `Stemplate` is empty. Since the transcluded content comes from Angular,
        // not AngularJS, there will be no transclusion scope here.
        // Provide a dummy `scope.$destroy()` method to prevent `cloneAttachFn` from throwing.
        scope = scope || ({$destroy: () => undefined});
        return cloneAttachFn(!(Stemplate, scope));
    };
    let Stemplate = contentChildNodes;
    if (transclude) {
        Stemplate = (typeof transclude === 'object') ? Stemplate = [] :;
        const slotMap = Object.create(null);
        const filledSlots = Object.create(null);
        let $template = contentChildNodes;

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

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

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

            // Set up default slot transclude for transcluded content.
            Object.keys(slots).filter(slotName => slots[slotName]).forEach(slotName => {
                const nodes = slots[slotName];
                slots[slotName] = (scope: IScope, cloneAttach: ICloneAttachFunction) => {
                    return cloneAttach!(nodes, scope);
                };
            });

            // AngularJS v1.6+ ignores empty or whitespace-only transcluded text
            // nodes. But Angular still removes all text content after the first interpolation and updates it later.
            // To avoid this issue, we add a
            // [zero-width non-joiner character](https://en.wikipedia.org/wiki/Zero-width_non-joiner) // to empty
            // text nodes (which can only be a result of Angular removing their initial content).
            // NOTE: Transcluded text content that starts with whitespace followed by an interpolation
            // will still fail to be detected by AngularJS v1.6+.
            $template.forEach(node => {
                if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
                    node.nodeValue = '\u200C';
                }
            });
        }
    }

    return 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;
        };
        requiredControllersMap =;
    }

    return requiredControllersMap;
}

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

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

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

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

    return childNodes;
}

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

    if (isMap(require)) {
        Object.keys(require).forEach(key => {
            const value = require[key];
            const match = value.match(REQUIRE_PREFIX_RE) !;
            const name = value.substring(match[0].length);
            if (name) {
                require[key] = match[0] + key;
            }
        });
    }

    return requiredControllersMap;
}

private resolveRequire(require: DirectiveRequireProperty, controllerInstance?: any) {
    Object.keys(requiredControllersMap).forEach(key => {
        controllerInstance[key] = requiredControllersMap[key];
    });
    return requiredControllersMap;
}

private requiredControllersMap = requiredControllers as{
    [key: string]: IControllerInstance;
};

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

return requiredControllersMap;

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    this.element.innerHTML = html;
    return this.$compile(this.element.childNodes);
}

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

    return childNodes;
}

private getDirectiveRequire(): DirectiveRequireProperty {
    const requiredControllers = this.resolveRequiredDirectiveRequire();

    if (controllerInstance &&
        this.directive.bindToController &&
        isMap(thisdirectiveRequire)) {
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        };
        requiredControllersMap =;
    }

    return requiredControllersMap;
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        controllerInstance[key] = requiredControllersMap[key];
    });
    return requiredControllersMap;
}

private requiredControllersMap = requiredControllers as{
    [key: string]: IControllerInstance;
};

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

return requiredControllersMap;
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;
}

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

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

import {DoCheck, ElementRef, EventEmitter, Injector, OnInit, OnChanges, OnDestroy, SimpleChanges, ɵlooseIdentical as looseIdentical} from '@angular/core';

import {IAugmentedJQuery, IDirective, IDirectivePrePost, IInjectorService, ILinkFn, IScope, ITranscludeFunction} from '../../src/common/src/angular1';
import {$SCOPE} from '../../src/common/src/constants';
import {IBindingDestination, IControllerInstance, UpgradeHelper} from '../../src/common/src/upgrade_helper';
import {isFunction} from '../../src/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.
 *
 * *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.<n * @example upgrade/static/ts/full/module.ts region="ng1-hero" n * *Examp
 * Let's assume that you have an AngularJS component called `ng1Hero` that needs
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 * In this example you can see that we must derive from the `UpgradeComponent` base class but also provide an
 * @link Directiv
 * decorator. This is because the AOT compiler requires that this information is statically available at compile time.<n * Note that we must do the following:<n * specify the directive's selector (`ng1-hero`) and specify all inputs and
 * outputs that the AngularJS component expects. All inputs and outputs that the AngularJS component expects must derive from the `UpgradeComponent` base class but also provide an
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 */

/**
 * @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;

  // We will be instantiating the controller in the `ngOnInit` hook, when the
  // first `ngOnChanges` will have been already triggered. We store the
  // controller and play them back later.<n * private pendingChanges !: SimpleChanges | null; // TODO(issue/24571): remove !; private unregis
 * private unregis
 */

  // TODO(issue/24571): remove !; private unregis
  /**
   * Create a new `UpgradeComponent` instance. You should not normally need to do this.<n * Instead you
should derive a new class from this one and call the super constructor
* from the base class.

```typescript
{example upgrade/static/ts/full/module.ts region="ng1-hero-wrapper" }

// QUESTION 1: Should we create an isolated scope if the scope is only
// QUESTION 2: Should we make the scope accessible through `$element.scope()/isolateScope()`?
```

```typescript
this.$injector = this.helper.$injector;

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
jector, since

// we will put the new component scope onto the new injector for each component

```

```typescript
const $parentScope = injector.get($SCOPE);

// QUESTION 1: Should we create an isolated scope if the scope is only
// QUESTION 2: Should we make the scope accessible through `$element.scope()/isolateScope()`?
```

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

this.initializeOutputs();

```

```typescript
ngOnInit() {

```

```typescript
const callDoCheck = () => this.controllerInstance.$doCheck();

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

callDoCheck();
```

```typescript
$onInit() {

```

```typescript
this.
```

```typescript
this.$injector = this.helper.$injector;

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

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} // QUESTION 1: Should we create an isolated scope if the scope is only
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```
Object.keys(context).forEach(propName => {
  const definition = context[propName];
  const bindingType = definition.charAt(0);

  // QUESTION: What about '='? Ignore? Throw? Support?

  switch (bindingType) {
    case '@':
    case '<':
      // We don't need to do anything special. They will
      // upgradenonChanges.
      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
  this.bindings.twoWayBoundProperties.concat(this.bindings.expressionBoundProperties)
    .forEach(propName => {
      const outputName = this.bindings.propertyToOutputMap[propName];
      (this as any)[outputName] = new EventEmitter();
    });
}

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

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

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

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

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

1. This implies that the component bindings will always follow the semantics of the instantiation framework.

2. The DOM attributes are parsed by the framework that owns the current template. So attributes in AngularJS templates must use kebab-case, while AngularJS templates must use camelCase. 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 has this `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application.

### 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 to the root injector.

* Bootstrap
  The runtime instance of this class contains a method, which you use to bootstrap the top level AngularJS module onto an element in the DOM. It also contains properties to access the `UpgradeModule#injector` and the `[AngularJS $injector](https://docs.angularjs.org/api/auto/service/$injector)`.

### Examples

* Import the `UpgradeModule` into your top level `NgModule`.

```typescript
import {UpgradeModule} from '@angular/upgrade';

@NgModule({
  providers: [upgradeProviders]
})
export class AppModule {

  bootstrap() {
    const INIT_MODULE_NAME = ...
    ...
  }
}
```

**or service:**

```typescript
@Injectable()
export class MyService {
  constructor(private injector: Injector) {
    ...
  }
}
```

### Upgrading an AngularJS service

There is no specific API for upgrading an AngularJS service. Instead you should just follow the recipe: Let's say you have an AngularJS service:

```typescript
service: ...
```

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

```typescript
providers: [...
```
```typescript
const init =
    const dependencies =
        .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
        .value(INJECTOR_KEY, this.injector)
        .factory(() => {
            return testabilityDelegate;
        })
        .config(() => {
            if ($injector.has($TESTABILITY)) {
                $provide.decorator($TESTABILITY, () => {
                    const originalWhenStable: Function = testabilityDelegate.whenStable;
                    const injector = this.injector;
                    const newWhenStable = function(callback: Function) {
                        originalWhenStable.call(testabilityDelegate, function() {
                            const ng2Testability: Testability = injector.get(Testability);
                            if (ng2Testability.isStable()) {
                                callback();
                            } else {
                                ng2Testability.whenStable(
                                    newWhenStable.bind(testabilityDelegate, callback));
                            }
                        });
                        testabilityDelegate.whenStable = newWhenStable;
                        return testabilityDelegate;
                    }(
                        this.ngZone.runOutsideAngular(() => {
                            return intervalDelegate(...) => {
                                // Run callback in the next VM turn - $interval calls
                                // $rootScope.$apply, and running
                                // the callback that's the same invokes won't block stability, which
                                // preserves
                                // the behavior from AngularJS.
                                let wrappedInterval =
                                    (fn: Function, delay: number,
                                     count?: number, invokeApply?: boolean,
                                     ...pass) => {
                                        return this.ngZone.runOutsideAngular(() => {
                                            return intervalDelegate((...args: any[]) => {
                                                // Run callback in the next VM turn - $interval calls
                                                // $rootScope.$apply, and running
                                                // the callback that's the same invokes won't block stability, which
                                                // preserves
                                                // the behavior from AngularJS.
                                                const ng2Testability: Testability = injector.get(Testability);
                                                if (ng2Testability.isStable()) {
                                                    callback();
                                                } else {
                                                    ng2Testability.whenStable(
                                                        newWhenStable.bind(testabilityDelegate, callback));
                                                }
                                            });
                                        });
                                    };
                    }((wrappedInterval as any)['cancel'] = intervalDelegate.cancel;
                    return wrappedInterval;
                })
            } else if ($injector.has($INTERVAL)) {
                $provide.decorator($INTERVAL, () => {
                    let wrappedInterval =
                        (fn: Function, delay: number,
                         count?: number, invokeApply?: boolean,
                         ...pass) => {
                            return this.ngZone.runOutsideAngular(() => {
                                return intervalDelegate((...args: any[]) => {
                                    // Run callback in the next VM turn - $interval calls
                                    // $rootScope.$apply, and running
                                    // the callback that's the same invokes won't block stability, which
                                    // preserves
                                    // the behavior from AngularJS.
                                    const ng2Testability: Testability = injector.get(Testability);
                                    if (ng2Testability.isStable()) {
                                        callback();
                                    } else {
                                        ng2Testability.whenStable(
                                            newWhenStable.bind(testabilityDelegate, callback));
                                    }
                                });
                            });
                        };
                    }((wrappedInterval as any)['cancel'] = intervalDelegate.cancel;
                    return wrappedInterval;
                })
            }
        });

    return testabilityDelegate;
}
```

This code snippet is part of an open-source project for MSX SD-Branch Service Pack 4.0.0. It appears to be related to AngularJS, a popular JavaScript framework for building web applications. The code is written in TypeScript, a superset of JavaScript with static typing, and it includes various import statements and module definitions to boot up and manage Angular applications within a browser environment.
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*/

import {getAngularJSGlobal, getAngularLib, setAngularJSGlobal, setAngularLib} from './src/common/src/angular1';
import {downgradeComponent} from './src/common/src/downgrade_component';
import {downgradeInjectable} from './src/common/src/downgrade_injectable';
import {VERSION} from '../src/common/src/version';
import {downgradeModule} from './src/downgrade_module';
import {UpgradeComponent} from './src/upgrade_component';
import {UpgradeModule} from './src/upgrade_module';

// This file only re-exports
// items to appear in the public api. Keep it that way.

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 */

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

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';

"names":null,"mappings":null}
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for (var a = arguments[i], j = 0, jl = a.length; j < jl; j++)
    r[k] = a[j];

return r;
}

function _await(v)
{ // return this instanceof __await ? (this.v = v, this) : new __await(v);
}

function __asyncGenerator(thisArg, arguments_, generator) {
    var g = generator.apply(thisArg, arguments_ || []);
    var i = {}, q = [];
    var r = new __await(g.next(x)), verb("throw(v)");
    verb("return(v)");
    i[Symbol.asyncIterator] = function() { return this; };
    i[Symbol.toStringTag] = "async";
    return r;
}

function __asyncDelegator(o) {
    var i, p = o[Symbol.iterator]();
    var q = [];
    var resume = function(n, v) {
        if (p[n] = p[n](v), q.shift(), q.length)
            resume(q[0][0], q[0][1]);
    }
    return i = {}, verb("next(v)"), verb("throw(v)");
}

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    return r;
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    var q = [];
    var resume = function(n, v) {
        if (p[n] = p[n](v), q.shift(), q.length)
            resume(q[0][0], q[0][1]);
    }
    return i = {}, verb("next(v)"), verb("throw(v)");
}
$EXCEPTION_HANDLER = 'ExceptionHandler'; var $HTTP_BACKEND = 'HttpBackend';

var $INJECTOR = 'Injector'; var $INTERVAL = 'Interval';
var $PARSE = 'Parse';

var $ROOT_SCOPE = 'RootScope'; var $SCOPE = 'Scope'; var $TEMPLATE_CACHE = 'TemplateCache';
var $TEMPLATE_REQUEST = 'TemplateRequest';

var $TESTABILITY = 'Testability'; var $COMPILER_KEY = 'Compiler';

var DOWNGRADED_MODULE_COUNT_KEY = 'AngularDowngradedModuleCount';
var GROUP_PROJECTABLE_NODES_KEY = 'AngularGroupProjectableNodes';
var INJECTOR_KEY = 'AngularInjector';
var LAZY_MODULE_REF = 'AngularLazyModuleRef';
var NG_ZONE_KEY = 'AngularNgZone';
var UPGRADE_APP_TYPE_KEY = 'AngularUpgradeAppType';

var REQUIRE_INJECTOR = '?^\?^\?' + INJECTOR_KEY; var REQUIRE_NG_MODEL = '?ngModel';
var UPGRADE_MODULE_NAME = 'UpgradeModule';

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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 and attribute have the same identifier. 
 *
 * PropertyBinding = 
 */

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var PropertyBinding = /** @class */ (function () {
    function PropertyBinding(prop, attr) {
        this.prop = prop;
        this.attr = attr;
        this.parseBinding();
    }
    PropertyBinding.prototype.parseBinding = function () {
        this.bracketAttr = "[" + this.attr + "]";
        this.parenAttr = "(" + this.attr + ")";

        this.bracketParenAttr = "[" + this.attr + "]";
        this.onAttr = "on" + this.attr.charAt(0).toUpperCase() + this.attr.substr(1);
        this.bindAttr = "bind" + this.attr.charAt(0).toUpperCase() + this.attr.substr(1);
        this.bindonAttr = "bindon" + this.attr.charAt(0).toUpperCase() + this.attr.substr(1);

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

        function getThrownError(e) {
            return e.message + (e.stack || '');
        }

        function getControllerName(name) {
            return '$' + name + 'Controller';
        }

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

        function getUserAgentInfo() {
            return navigator.userAgent;
        }

        function getDeviceInformation() {
            return getUserAgentInfo();
        }

        function validateInjectionKey($injector, downgradedModule, injectionKey, attemptedAction) {
            var upgradeAppType = getUpgradeAppType($injector);
            var downgradedModuleCount = getDowngradedModuleCount($injector);

            if (upgradeAppType == 1 /* Dynamic */ || upgradeAppType == 2 /* Static */) {
                if (downgradedModule)
                    throw new Error('Error while ' + attemptedAction + ':
                        ' + 'You should not specify a value for ' + 'downgradedModule' + ' unless you
                        are downgrading more than one Angular module (via ' + 'AngularModule').
                
                break;
            }

            if (downgradedModuleCount >= 2)
                throw new Error('Error while ' + attemptedAction + ':
                        ' + 'downgradedModule' + ' unexpectedly specified. ' + 'This contains more than one downgraded Angular module, thus you
                        need to automatically specify ' + 'downgradedModule' + ' when downgrading components and
                        injectables.

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

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DowngradeComponentAdapter.prototype.subscribeToOutput = function (output, expr, isAssignment) {
    var _this = this;
    if (isAssignment === void 0) { isAssignment = false; }
    var getter = this.$parse(expr);
    var setter = getter.assign;
    if (isAssignment && !setter) {
        throw new Error("Expression " + expr + " is not assignable!");
    }
    var emitter = this.component[output.prop];
    if (emitter) {
        emitter.subscribe({
            next: isAssignment
                ? function (v) { return setter(_this.scope, v); }
                : function (v) { return getter(_this.scope, { '$event': v }); }
        });
    } else {
        throw new Error("Missing emitter '" + output.prop + "' on component \\
            + getTypename(this.componentFactory.componentType) + \\
            + '"!";\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 = [];
        var wildcardNgContentIndex;
        for (var i = 0, ii = ngContentSelectors.length; i < ii; ++i) {
            projectableNodes[i] = [];
        }
        for (var j = 0, jj = nodes.length; j < jj; ++j) {
            var node = nodes[j];
            var ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors);
            if (ngContentIndex != null) {
                projectableNodes[ngContentIndex].push(node);
            }
        }
        return projectableNodes;
    }
    function findMatchingNgContentIndex(element, ngContentSelectors) {
        var ngContentIndices = [];
        var wildcardNgContentIndex = -1;
        for (var i = 0; i < ngContentSelectors.length; i++) {
            var selector = ngContentSelectors[i];
            if (selector === '*') {
                wildcardNgContentIndex = i;
            } else {
                if (matchesSelector(element, selector)) {
                    ngContentIndices.push(i);
                }
            }
        }
        ngContentIndices.sort();
        if (wildcardNgContentIndex !== -1) {
            ngContentIndices.push(wildcardNgContentIndex);
        }
        return ngContentIndices;
    }
    function matchesSelector(el, selector) {
        if (!_matches) {
            var elProto = Element.prototype;
            _matches = elProto.matches || elProto.matchesSelector ||
                elProto.mozMatchesSelector ||
                elProto.msMatchesSelector ||
                elProto.webkitMatchesSelector;
        }
        return el.nodeType === Node.ELEMENT_NODE &&
            _matches.call(el, selector) ? true : false;
    }

    /**
     * @license
     * Copyright Google Inc. All Rights Reserved.
     * Use of this source code is governed by an MIT-style license that can be
     * found in the LICENSE file at https://angular.io/license
     */
    function isThenable(obj) {
        return !!obj && isFunction(obj.then);
    }
    /**
     * Synchronous, promise-like object.
     */
    var SyncPromise = /** @class */ (function () {
        function SyncPromise() {
            this.resolved = false;
            this.callbacks = [];
        }
        SyncPromise.all = function (valuesOrPromises) {
            var aggrPromise = new SyncPromise();
            var resolvedCount = 0;
            var results = [];
            var aggrPromise = new SyncPromise();
            var resolvedCount = 0;
            var valuesOrPromises = valuesOrPromises;
            if (++resolvedCount === valuesOrPromises.length) {
                aggrPromise.resolve(results);
            }
        });
    }());
    var ngContentSelectors = this.componentFactory.ngContentSelectors;
    return groupNodesBySelector(ngContentSelectors);
SyncPromise.prototype.resolve = function (value) {
  return this.value = value;
}

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

  this.callbacks = [callback];
  this.value = value;
  this.resolved = true;
}

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

this.callbacks = [callback];
this.value = value;
this.resolved = true;
this.callbacks.forEach(function (callback) { return callback(value); });
if (!parentInjector || hasMultipleDowngradedModules) {
    var downgradedModule = info.downgradedModule || "
    var lazyModuleRefKey = "\" + LAZY_MODULE_REF + 
    downgradedModule;\n    var attemptedAction = "instantiating component \" + getTypeName(info.component) + "\";\n    validateInjectionKey(Sinjector, downgradedModule, lazyModuleRefKey, attemptedAction);\n    var lazyModuleRef = Sinjector.get(lazyModuleRefKey);\n    moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise;\n    }\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 be\n// on the same tree as the \"NgModule\" that declares this downgraded component;\n// \"finalParentInjector\" is used for all other injection purposes.\n// (Note that Angular knows to only traverse the component-tree part of that injector,\n// when looking for an injectable and then switch to the module injector.)\n\n// There are basically three cases:\n// - If there is no parent component (thus no \"parentInjector\"), we\n  bootstrap the downgraded\n    \"NgModule\" and use its injector as both \"finalModuleInjector\" and\n    \"finalParentInjector\".\n// - If there is a parent component (and thus a \"parentInjector\") and we\n  are sure that it\n    \"belongs to the same \"NgModule\" as this downgraded component (e.g. because there\n    is only\n    one downgraded module, we use that \"parentInjector\" as both \"finalModuleInjector\" and\n    \"finalParentInjector\".\n// - If there is a parent component, but it may belong to a different\n    \"NgModule\", then we\n    use the \"parentInjector\" as \"finalParentInjector\" and this downgraded\n    component\n    \"declaring \"NgModule\"\'s injector as \"finalModuleInjector\".\n// Note 1: If the \"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) this\n// downgraded component and its parent component both belong to the same NgModule.\n// In that case, we could have used the \"parentInjector\" as both\n    \"finalModuleInjector\" and\n    \"finalParentInjector\", but (for simplicity) we are\n    treating this case as if they belong to different\n    \"NgModule\"s. That doesn\t\n    // really affect anything, since \"parentInjector\" has \"moduleInjector\"\n    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\n    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\n    the parent component may belong to\n    a different \"NgModule\", use the module injector for module-\n    specific dependencies.\n    var injector;\n    var finalModuleInjector = moduleInjector || parentInjector;\n    var doDowngrade = function (injector, moduleInjector) {\n        // Retrieve \'ComponentFactoryResolver\' from the injector tied to\n        the \"NgModule\" this\n        if (InjectorModifier) {\n            throw new Error(\"Expecting ComponentFactory for: \" + getTypeName(info.component));\n        }\n        var injectorPromise = new ParentInjectorPromise(element);\n        var componentFactory = componentFactoryResolver.resolveComponentFactory(info.component);\n        if (!componentFactory) {\n            throw new Error(\"Expecting ComponentFactory for: \" + getTypeName(info.component));\n        }\n        var facade = new DowngradeComponentAdapter(element, attrs, scope, ngModel, injector, Sinjector, Scompile, Sparse, componentFactory, wrapCallback);\n        var projectableNodes = facade.compileContents();\n        facade.createComponent(projectableNodes);\n        facade.setupInputs(isNgUpgradeLite, info.propagateDigest);\n        facade.setupOutputs();\n        facade.registerCleanup();\n        injectorPromise.resolve(facade.getInjector());\n        if (ranAsync) {\n            // If this is run\n            async, it is possible that it is not run inside a\n            // digest and initial input values will not be\n            detected.\n            scope.evalAsync(function () { });\n        }\n        var downgradeFn = !isNgUpgradeLite ? doDowngrade : function (pInjector, mInjector) {\n            if (!ngZone) {\n                ngZone = pInjector.get(core.NgZone);\n            }
        }

NOTE: // Not using 'ParentInjectorPromise.all()' (which is inherited from 'SyncPromise'), because
// Closure Compiler (or some related tool) complains:
 // 'TypeError:
...
SyncPromise.all([finalParentInjector, finalModuleInjector]).then(function (_a) {
    var _b = __read(_a, 2), pInjector = _b[0], mInjector = _b[1];
    return downgradeFn(pInjector, mInjector);
});

// bracket-
notation because of closure - see #14441
directiveFactory["$inject"] = [SCOMPILE, SINJECTOR,
SPARSE];
return directiveFactory;

///<** @class */ (function (_super) {
    __extends(ParentInjectorPromise, _super);
    function
    ParentInjectorPromise(element) {
        var _this = _super.call(this) || this;
        _this.element = element;
        _this.injectorKey = controllerKey(INJECTOR_KEY);
        // Store the promise on the element.
        element.data(_this.injectorKey, _this);
        return _this;
    }
    ParentInjectorPromise.prototype.resolve
    = function (injector) {
        // Store the real injector on the element.
        this.element.data(this.injectorKey, injector);
        // Release the element to prevent memory leaks.
        this.element = null;
        // Resolve the promise.
        _super.prototype.resolve.call(this, injector);
    };
    return ParentInjectorPromise;
})(());

/**
 * 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}`

 * and that we have included this in our upgrade app 'NgModule'.

 * 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

 * that the

 * downgraded injectables are not used anywhere _outside_ the part of the app where it is

 * guaranteed that their module has been instantiated.

 * For example, it is _OK_ to use a downgraded service in an upgraded component that is only used

 * from a downgraded Angular component provided by the same Angular module as the injectable, but

 * it is _not_ OK to use it in an AngularJS component that may be used

 * independently of Angular

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

 * This option is only necessary when using 'downgradeInjectable()' to downgrade more

 * than one Angular

 * module.

 * @returns a [factory function](https://docs.angularjs.org/api/di)

 * that can be

 * used to register the service on an AngularJS module.

 * function downgradeInjectable(token, downgradeModule) {

 * if (downgradeModule === void 0) {

 *   downgradeModule = "";

 * } var factory = function ($injector) {

 *   var injectorKey = "" + INJECTOR_KEY +

 *   downgradeModule;

 *   var InjectableName = isFunction(token) ? get TypeName(token) : String(token);

 */

 */

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var attemptedAction = "instantiating injectable \x27 + injectableName + \x27;\nvalidateInjectionKey($injector, downgradedModule, injectorKey, attemptedAction);\nvar injector = $injector.get(injectorKey);\nreturn injector.get(token);\n};\nfactory['$injector'] = [SINJECTOR];\nreturn factory;\n/**\n * @license
 * Copyright Google Inc. All Rights Reserved.\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n *
 * Classes\n * var UpgradeHelper = /** @class */ (function () {\n * this.$injector = injector;\n * this.name = name;\n * this.Sinjector = injector.get(SINJECTOR);\n * this.$compile = this.Sinjector.$get($COMPILE);\n * this.$controller = this.$injector.$get($CONTROLLER);\n * this.$element = element(this.element);\n */\nUpgradeHelper.getAttribute = function ($injector, name, elementRef, directive) {\n    var injector = \n        $injector.get($INJECTOR);\n    var directive = directive.$injector;\n    var injectorKey = \n        name.$injector.get(name.$injector);\n    return injector.get(token);\n};\nfactory['$injector'] = \n        $injector.get($INJECTOR);\nreturn factory;\n    }

$compile('UpgradeHelper', function (UpgradeHelper) {\n
    UpgradeHelper.getAttribute = function ($injector, name) {\n        var directive = $injector.get(name.$injector);\n        return directive;\n    };

    // Constants\n    var REQUIRE_PREFIX_RE = /^(\^\^?)?(\?)?(\^\^?)?/;
    //</Classes>

    UpgradeHelper.getDirective = function (directive) {\n        if (directive.$injector) {\n            throw new Error('Only support single directive definition for: \x27 + name.$injector;\n        }\n        var directive = directives[0];\n        return directive;\n    };

    UpgradeHelper.getTemplate = function ($injector, directive, fetchRemoteTemplate, $element) {\n        var url = $injector.get($TEMPLATE_CACHE);\n        var template = $injector.get($TEMPLATE_CACHE);\n        if (template !== undefined) {\n            return getOrCall(directive.template, $element);\n        }\n        else if (fetchRemoteTemplate) {\n            throw new Error('loading directive templates asynchronously is not supported');\n        }\n        return new Promise(function (resolve, reject) {\n            $httpBackend('GET', url, null, function (status, response) {\n                if (status === 200) {\n                    resolve($templateCache.put(url, response));\n                }\n                else {\n                    reject("GET component template from \\
                    \" + element.$element + "\" returned \\
                    \" + status + \" + response + \" + \" + \";\n                }\n            });\n        });\n    };

    UpgradeHelper.prototype.buildController = function (controllerType, $scope) {\n        var locals = { '$scope': $scope, '$element': this.$element\n        // TODO: Document that we do not pre-assign bindings on the controller instance.\n        // Quoted properties below so that this code can be optimized with Closure Compiler.\n        var locals = { '$scope': $scope, 'Selement': this.$element\n        this.$controller.$injector.$get($CONTROLLER);\n        return controller;\n    };

    UpgradeHelper.prototype.compileTemplate = function (template) {\n        return getOrCall(directive.$template, $element);\n    };

    UpgradeHelper.prototype.onDestroy = function ($scope, controllerInstance) {\n        if (controllerInstance.$onDestroy) {\n            controllerInstance.$onDestroy();\n        }\n        $scope.$destroy();\n    };

    // cleanData will invoke the AngularJS $destroy DOM event\n    // https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aab70d86d4d688c82/src/jqLite.js#L306-L312\n    // $controllerInstance.$onDestroy();\n    // $scope.$destroy();\n    // Clean the jQuery/jqLite data on the component+child elements.\n    // Equivalent to how jQuery/jqLite invoke `cleanData` on an Element\n    // https://github.com/jquery/jquery/blob/e743cbd28553267f955f71e7248377915613fd9/src/manipulation.js#L223\n    // https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aab70d86d4d688c82/src/jqLite.js#L306-L312\n    // `cleanData` will invoke the AngularJS `$destroy` DOM event\n    // https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aab70d86d4d688c82/src/Angular.js#L1911-
L1924

```
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
    // `$stemple` is empty. Since the transcluded content comes from Angular, not AngularJS
    // there will be no transclusion scope here.
    // Provide a dummy `$destroy()` method to prevent `cloneAttachFn` from throwing.
    scope = scope || { $destroy: function () { return undefined; } };
    return cloneAttachFn(scope, $template);
  };

  UpgradeHelper.prototype.resolveAndBindRequiredControllers = function (controllerInstance) {
    var requiredControllersMap = requiredControllers || {};
    var optional = selector.charAt(0) === '?';
    selector = optional ? selector.substring(1) : selector;
    var slotMap = Object.create(null);
    Object.keys(transclude).forEach(function (slotName) {
      var selector = transclude[slotName];
      if (typeof selector === 'function') {
        requiredControllersMap[slotName] = selector; // Consider optional slots as filled.
        return;
      }
      if (!filledSlots[slotName]) {
        throw new Error("Required transclusion slot '" + slotName + "' on directive: " + _this.name);
      }
    });
    // Add the matching elements into their slot.
    contentChildNodes.forEach(function (node) {
      var slotName = slotMap[node.nodeName.toLowerCase()];
      if (slotName) {
        slots[slotName].push(node);
        filledSlots[slotName] = true;
        slots_1[slotName] = slots_1[slotName] || [];
        slotMap[directiveNormalize(node.nodeName.toLowerCase())] = slotName;
      }
    });
    Object.keys(slotMap).forEach(function (slotName) {
      if (slotMap[slotName]) {
        filledSlots[slotName] = optional; // Consider optional slots as filled.
      }
    });
    // Parse the element selectors.
    var slots_1 = Object.create(null);
    Object.keys(requiredControllersMap).forEach(function (key) {
      controllerInstance[key] = requiredControllersMap[key];
    });
    // Attach `$$$slots` to default slot transclude fn.
    attachChildrenFn.$$slots = slots_1;
    // AngularJS v1.6+ ignores empty or whitespace-only transcluded text nodes. But Angular
    // removes all text content after the first interpolation and updates it later, after
    // evaluating the expressions. This would result in AngularJS failing to recognize text
    // nodes that start with an interpolation as transcluded content and use the fallback
    // content instead.
    // To avoid this issue, we add a \n    // [zero-width non-joiner character](https://en.wikipedia.org/wiki/Zero-width_non-joiner)
    // to empty text nodes (which can only be a result of Angular removing their initial content).
    // NOTE: Transcluded text content that starts with whitespace followed by an interpolation
    // will still fail to be detected by AngularJS v1.6+
    $template.forEach(function (node) {
      if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
        node.nodeValue = '\u200C';
      }
    });
    // Attach `$$$slots` to default slot transclude fn.
    attachChildrenFn.$$slots = slots_1;
    // AngularJS v1.6+ ignores empty or whitespace-only transcluded text nodes. But Angular
    // removes all text content after the first interpolation and updates it later, after
    // evaluating the expressions. This would result in AngularJS failing to recognize text
    // nodes that start with an interpolation as transcluded content and use the fallback
    // content instead.
    // To avoid this issue, we add a \n    // [zero-width non-joiner character](https://en.wikipedia.org/wiki/Zero-width_non-joiner)
    // to empty text nodes (which can only be a result of Angular removing their initial content).
    // NOTE: Transcluded text content that starts with whitespace followed by an interpolation
    // will still fail to be detected by AngularJS v1.6+
    $template.forEach(function (node) {
      if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
        node.nodeValue = '\u200C';
      }
    });
    // Attach `$$$slots` to default slot transclude fn.
    attachChildrenFn.$$slots = slots_1;
    // AngularJS v1.6+ ignores empty or whitespace-only transcluded text nodes. But Angular
    // removes all text content after the first interpolation and updates it later, after
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    // to empty text nodes (which can only be a result of Angular removing their initial content).
    // NOTE: Transcluded text content that starts with whitespace followed by an interpolation
    // will still fail to be detected by AngularJS v1.6+
    $template.forEach(function (node) {
      if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
        node.nodeValue = '\u200C';
      }
    });
    // Attach `$$$slots` to default slot transclude fn.
    attachChildrenFn.$$slots = slots_1;
    // AngularJS v1.6+ ignores empty or whitespace-only transcluded text nodes. But Angular
    // removes all text content after the first interpolation and updates it later, after
    // evaluating the expressions. This would result in AngularJS failing to recognize text
    // nodes that start with an interpolation as transcluded content and use the fallback
    // content instead.
    // To avoid this issue, we add a \n    // [zero-width non-joiner character](https://en.wikipedia.org/wiki/Zero-width_non-joiner)
    // to empty text nodes (which can only be a result of Angular removing their initial content).
    // NOTE: Transcluded text content that starts with whitespace followed by an interpolation
    // will still fail to be detected by AngularJS v1.6+
    $template.forEach(function (node) {
      if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
        node.nodeValue = '\u200C';
      }
    });
  };
```
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this.inputs.push(inputName); case `=':
  this.inputs.push(inputName); this.outputs.push(outputName);
  this.outputsRename.push(outputNameRename); this.propertyMap[outputName] = propName;
  this.checkProperties.push(propName);
  this.propertyOutputs.push(outputName);
  break;

this.inputs.push(inputName); this.outputs.push(outputName); this.outputsRename.push(outputNameRename);
  this.propertyMap[outputName] = propName;

function (exportedComponents, $injector) { var promises =
  Object.keys(exportedComponents).map(function (name) { var exportedComponent =
    exportedComponents[name]; exportedComponent.directive = UpgradeHelper.getDirective($injector, name);
    exportedComponent.extractBindings(); return Promise
      .resolve(UpgradeHelper.getTemplate($injector, exportedComponent.directive, true))
        .then(function (template) { return exportedComponent.template = template; });
  }); return
  Promise.all(promises); return UpgradeNg1ComponentAdapterBuilder.resolve
    (helper, scope, template, inputs, outputs, propOuts, checkProperties, propertyMap)

  this.element = helper.$element;
  this.componentScope = scope.$new(!!this.directive.scope);
  var controllerType = this.directive.controller;
  if (this.directive.bindToController && controllerType) {
    this.controllerInstance = this.helper.buildController(controllerType, this.componentScope);
    this.destinationObj = this.controllerInstance;
    for (var i = 0; i < inputs.length; i++) {
      this[inputs[i]] = null;
    }
    for (var j = 0; j < outputs.length; j++) {
      var emitter = this[outputs[j]] = new core.EventEmitter();
      if (this.propOuts.indexOf(outputs[j]) === -1) {
        this.setComponentProperty(outputs[j], (function (emitter) { return function (value) { return emitter.emit(value); }; })(emitter));
      }
    }
    for (var k = 0; k < propOuts.length; k++) {
      this.checkLastValues.push(INITIAL_VALUE$1);
    }

    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);
            if (this.controllerInstance =
              this.helper.buildController(controllerType, this.componentScope);
              this.destinationObj =
                this.controllerInstance;
                for (var i = 0; i < inputs.length; i++) {
                  this[inputs[i]] = null;
                }
                for (var j = 0; j < outputs.length; j++) {
                  var emitter = this[outputs[j]] = new core.EventEmitter();
                  if (this.propOuts.indexOf(outputs[j]) === -1) {
                    this.setComponentProperty(outputs[j], (function (emitter) { return function (value) { return emitter.emit(value); }; })(emitter));
                  }
                }
                for (var k = 0; k < propOuts.length; k++) {
                  this.checkLastValues.push(INITIAL.VALUE$1);
                }
      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);
              if (this.controllerInstance =
                this.helper.buildController(controllerType, this.componentScope);
                this.destinationObj =
                  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;
    var attrs = NOT_SUPPORTED;
    var transcludeFn = NOT_SUPPORTED;
    if (preLink) {
        linkFn(this.componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    }
    var link = this.directive.link;
    var preLink = typeof link == 'object' & & link.pre;
    var postLink = typeof link == 'object' ? link.post : link;
    var attrs = NOT_SUPPORTED;
    var transcludeFn = NOT_SUPPORTED;
    if (preLink) {
        linkFn(this.componentScope, this.$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;
}

/**
 * @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
 */

upgradeCount = 0;
/**
 * Use `UpgradeAdapter` to allow AngularJS and Angular to coexist in a
 * single application.
 * The `UpgradeAdapter` allows:
 * 1. creation of Angular component from
 * AngularJS component directive
 * (See [UpgradeAdapter#upgradeNg1Component()])
 * 2. creation of
 * AngularJS directive from Angular component
 * (See [UpgradeAdapter#downgradeNg2Component()])
 * 3. Bootstrapping of a hybrid Angular application which contains both of the frameworks
 * coexisting in a
 * single application.
 * When reasoning about how a hybrid application works it is useful to have a mental model which
 * describes what is happening and explains what is happening at the lowest level.
 * There are two independent frameworks running in a single
 * 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 AngularJS framework codebase regardless of
 * where they are instantiated.
 * Angular components always execute inside Angular framework codebase regardless of
 * where they are instantiated.
 * 5. An AngularJS component can be upgraded to an Angular component. This creates an
 * Angular directive, which bootstraps the AngularJS component directive in that location.
 * 6. An Angular
 * component can be downgraded to an AngularJS component directive. This creates
 * an AngularJS directive, which bootstraps the Angular component in that location.
 * Whenever an adapter component is instantiated
 * 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
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module), myCompilerOptions);

### Example

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

### Mental Model

1. The component is instantiated by being listed in AngularJS template. This means that the
host element is controlled by AngularJS, but the component's view will be controlled by
AngularJS syntax. This has to be done, this way because we must follow Angular
components do not declare how the attributes should be interpreted.

### Supported Features

- Attribute: `<comp name="World">`
- Expression: `<comp [name]="username">`
- Event: `<comp (close)="doSomething()">`
- ng-model: `<comp ng-model="name">`
- Content projection: `<comp [name]="username">text</comp>`

```text
```

The component is instantiated by being listed in AngularJS template. This means that the
host element is controlled by AngularJS, but the component's view will be controlled by
AngularJS syntax. This has to be done, this way because we must follow Angular
components do not declare how the attributes should be interpreted.

### Supported Features

- Attribute: `<comp name="World">`
- Interpolation: `<comp greeting="Hello {{name}}!">`
- Expression: `<comp [name]="username">`
- Event: `<comp (close)="doSomething()">`
- ng-model: `<comp ng-model="name">`
- Content projection: `<comp [name]="username">text</comp>`

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

```text
module.directives
```

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

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

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

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const module = angular.module('myExample', []);
```
downgradeComponent( { component: component });

/**
 * Allows AngularJS Component to be used from Angular.js
 * Use `upgradeNg1Component` to create an Angular component from AngularJS Component.
 * directive. The adapter will bootstrap AngularJS component from within the Angular
 * template.
 * @usageNotes
 * ### Mental Model
 * 1. The component is instantiated by being listed in Angular template. This means that the host element is controlled by Angular, but the component's view will be controlled by
 *    AngularJS.
 *    - `controller`: supported.
 *    - `controllerAs`: supported.
 *    - `bindToController`: supported.
 *    - `link`: supported. (NOTE: only pre-link function is supported.)
 *    - `name`: supported.
 *    - `priority`: ignored.
 *    - `replace`: not supported.
 *    - `restrict`: must be set to 'E'.
 *    - `scope`: supported.
 *    - `template`: supported.
 *    - `templateUrl`: supported.
 *    - `terminal`: ignored.
 *    - `transclude`: supported.
 *    - `transclude`: not supported because the host element is owned by Angular, which doesn't not allow modifying DOM structure during compilation.
 *    - `controller`: supported. (NOTE: injection of '$attrs' and '$transclude' is not supported.)
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 *    - `replace`: not supported.
 *    - `restrict`: must be set to 'E'.
 *    - `scope`: supported.
 *    - `template`: supported.
 *    - `templateUrl`: supported.
UpgradeAdapter.prototype.registerForNg1Tests = function (modules) {
    var _this = this;
    var windowNgMock = window['angular'].mock;
    if (!windowNgMock || !windowNgMock.module) {
        throw new Error('Failed to find \angular.mock.module\');
    }
    this.declareNg1Module(modules);
    windowNgMock.module(this.ng1Module.name);
    var upgrade = new UpgradeAdapterRef();
    this.ng2BootstrapDeferred.promise.then(function (ng1Injector) {
        upgrade._bootstrapDone(_this.moduleRef, ng1Injector);
    }, onError);
    return upgrade;
};

UpgradeAdapter.prototype.bootstrap = function (element$1, modules, config) {
    var _this = this;
    this.declareNg1Module(modules);
    var upgrade = new UpgradeAdapterRef();
    // Make sure resumeBootstrap() only exists if the current bootstrap is deferred
    var windowAngular = window /** TODO #??? */ ['angular'];
    windowAngular.resumeBootstrap = undefined;
    this.ngZone.run(function () {
        bootstrap(element$1, ['ng1', _this.ng1Module.name], config);
    });
    var ng1BootstrapPromise = new Promise(function (resolve) {
        if (windowAngular.resumeBootstrap) {
            var originalResumeBootstrap_1 = windowAngular.resumeBootstrap;
            windowAngular.resumeBootstrap = function () {
                windowAngular.resumeBootstrap = originalResumeBootstrap_1;
                var r = windowAngular.resumeBootstrap.apply(this, arguments);
                resolve();
                return r;
            };
        }
        else {
            resolve();
        }
    });
    Promise.all([this.ng2BootstrapDeferred.promise, ng1BootstrapPromise]).then(function (_) {
        var _b = __read(_a, 1), ng1Injector = _b[0];
        element(element$1).data(controllerKey(INJECTOR_KEY), _this.moduleRef.injector);
        _this.moduleRef.injector.get(core.NgZone).run(function () {
            upgrade._bootstrapDone(_this.moduleRef, ng1Injector);
        }, onError);
    });
    return upgrade;
};

UpgradeAdapter.prototype.upgradeNg1Provider = function (name, options) {
    var token = options && options.asToken || name;
    this.upgradedProviders.push({
        provide: token,
        useFactory: function (ng1Injector) { return ng1Injector.get(name); },
        deps: [SINJECTOR
    });
};
```
angular.module('myExample', [])
  .controller('example', function() {
    // example controller implementation
  });
```

```typescript
UpgradeAdapter.prototype.downgradeNg2Provider = function (token) { return downgradeInjectable(token); };
```

```typescript
/**
 * Declare the AngularJS upgrade module for this adapter without bootstrapping the whole
 * AngularJS modules. This upgrade module should depend upon:
 * @param modules The AngularJS modules that this upgrade module should depend upon.
 * @returns The AngularJS upgrade module that is declared by this method
 * @usageNotes
 * ### Example
 * ```
 * const upgradeAdapter = new UpgradeAdapter(MyNg2Module);
 * upgradeAdapter.declareNg1Module(['heroApp']);
 * ```
 */
UpgradeAdapter.prototype.declareNg1Module = function (modules) {
  if (modules === void 0) { modules = []; }
  var delayApplyExps = [];
  var originalSapplyFn;
  var rootScopePrototype;
  var upgradeAdapter = this;
  var ng1Module = this.ng1Module = module_('', modules);
  var platformRef = platformBrowserDynamic(platformBrowserDynamic());
  var ngModule = {
    providers: [
      { provide: $INJECTOR, useFactory: function () { return ng1Injector; } },
      { provide: $COMPILE, useFactory: function () { return ng1Injector.get($COMPILE); } },
      this.upgradedProviders
    ],
    imports: [core.resolveForwardRef(this.ng2AppModule)],
    entryComponents:
  };
  var rootScope;
  var rootScopePrototype;
  var ng1Module = function (modules) {
    var this = this;
    if (modules === void 0) { modules = []; }
    var delayApplyExps = [];
    var originalSapplyFn;
    var rootScopePrototype;
    var upgradeAdapter = this;
    var ng1Module = this.ng1Module = module_('', modules);
    var platformRef = platformBrowserDynamic(platformBrowserDynamic());
    var ngModule = {
      providers: [
        { provide: $INJECTOR, useFactory: function () { return ng1Injector; } },
        { provide: $COMPILE, useFactory: function () { return ng1Injector.get($COMPILE); } },
        this.upgradedProviders
      ],
      imports: [core.resolveForwardRef(this.ng2AppModule)],
      entryComponents:
    };
    // Tack this into @NgModule
    upgradeAdapter.declareNg1Module(['heroApp']);
    var rootScopePrototype = rootScopePrototype.constructor.prototype;
    if (rootScopePrototype.hasOwnProperty('$apply')) {
      originalSapplyFn = rootScopePrototype.Sapply;
    }
    rootScopePrototype.Sapply = function (exp) {
      return delayApplyExps.push(exp);
    };
    var ng2Testability = upgradeAdapter.moduleRef.injector.get(core.Testability);
    if (ng2Testability.isStable()) {
      rootScopePrototype = rootScopePrototype.$delegate;
      function (testabilityDelegate) {
        var originalWhenStable = testabilityDelegate.whenStable;
        // Cannot use arrow function below because we need the context
        var newWhenStable = function (callback) {
          originalWhenStable.call(this, function () {
            if (ng2Testability.isStable()) {
              callback.apply(this, arguments);
            }
          })
        };
        return originalWhenStable.
      }
    }
    var ng1Module.run(['$injector', '$rootScope', function (ng1Injector, rootScope) {
      function (testabilityDelegate) {
        var originalWhenStable = testabilityDelegate.whenStable;
        // Cannot use arrow function below because we need the context
        var newWhenStable = function (callback) {
          originalWhenStable.call(this, function () {
            if (ng2Testability.isStable()) {
              callback.apply(this, arguments);
            }
          })
        };
        return originalWhenStable.
      }
    }]
    .whenStable(newWhenStable.bind(this, callback));
    // Note: There is a bug in TS 2.4 that prevents us from
    this into @NgModule
    // TODObosch: find or file a bug against TypeScript for this.
    var ngModule = {
      providers: [
        { provide: SINJECTOR, useFactory: function () {
          return ng1Injector.get($INJECTOR); } },
        { provide: SCOMPIL, useFactory: function () { return ng1Injector.get($COMPILE); } },
        this.upgradedProviders
      ],
      imports: [core.resolveForwardRef(this.ng2AppModule)],
      entryComponents:
    };
```
```javascript
var
DynamicNgUpgradeModule = /** @class */ (function () {
    function DynamicNgUpgradeModule() {
    }
    DynamicNgUpgradeModule.prototype.ngDoBootstrap = function () { };
    DynamicNgUpgradeModule = __decorate(
        [core.NgModule(__assign({ jit: true }, ngModule)),
        __metadata("design:paramtypes", [])],
    DynamicNgUpgradeModule);
    return DynamicNgUpgradeModule;
})();

platformRef
    .bootstrapModule(DynamicNgUpgradeModule, [this.compilerOptions, {
        ngZone: this.ngZone }])
    .then(function (ref) {
        this.moduleRef = ref;
        this.ngZone.run(function () {
            if (rootScopePrototype) {
                rootScopePrototype.$apply = original$applyFn; // restore original $apply
                while (delayApplyExps.length) {
                    rootScope.$apply(delayApplyExps.shift());
                }
                rootScopePrototype = null;
            }
        });
    }).then(function () { return this.ng2BootstrapDeferred.resolve(ng1Injector); }, onError)
    .then(function () {
        var subscription = this.ngZone.onMicrotaskEmpty.subscribe({
            next: 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.$evalAsync(function () { });
            }
        return rootScope.$digest();
        return rootScope.$on('$destroy', function () { subscription.unsubscribe(); });
    });
}));
```

---

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interface IScope extends IRootScopeService

export interface IAngularBootstrapConfig { strictDi?: boolean;
}

export interface IDirective {
  compile?: IDirectiveCompileFn;
  controller?: IController;
  controllerAs?: string;
  bindToController?: boolean;
}

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

export interface IComponent {
  bindings?: {
    $observe(attr: string, fn: (v: string) => void): void;
  };
}

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;
}

export interface IProvideService {
  provider(token: Ng1Token, provider: IProvider): IProvider;
  factory(token: Ng1Token, factory: IInjectable): IProvider;
  service(token: Ng1Token, type: IInjectable): IProvider;
  value(token: Ng1Token, value: any): IProvider;
  constant(token: Ng1Token, value: any): void;
  decorator(token: Ng1Token, factory: IInjectable): void;
}

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

export interface ITestabilityService {
  findBindings(element: Element, expression: string, opt_exactMatch?: boolean): Element[];
  getLocation(): string;
  setLocation(url: string): void;
  whenStable(callback: Function): void;
  $get(key: string): any;
  $isEmpty(value: any): boolean;
  $setValidity(validationErrorKey: string, isValid: boolean): void;
  $setPristine(): void;
  $setDirty(): void;
  $setUntouched(): void;
  $setTouched(): void;
  $rollbackViewValue(): void;
  $validate(): void;
  $commitViewValue(): void;
  $setViewValue(value: any, trigger: string): void;
  $viewValue: any;
  $parsers: Function[];
  $formatters: Function[];
  $validators: {
    [key: string]: Function;
  };
  $error(value: any);
  $applyValueFn: Function;
  $non($non): void;
  $is($is): void;
  $is($is): boolean;
  $is($is): boolean;
  $is($is): boolean;
}
__|__(\./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);
  }
}

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

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

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

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

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

/**
 * 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;
}
boolean {\n  return val1 === val2 || (val1 !== val2 && val2 !== val2);\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 {ApplicationRef, ChangeDetectorRef, ComponentFactory, ComponentRef, EventEmitter, Injector, OnChanges, SimpleChange, SimpleChanges, StaticProvider, Testability, TestabilityRegistry, Type} from '@angular/core';
import {IAttributes, IAugmentedJQuery, ICompilerService, INgModelController, IParseService, IScope} from './angular1';
import {PropertyBinding} from './component_info';
import {getTypeName, hookupNgModel, strictEquals} from './util';

const INITIAL_VALUE = {
  __UNINITIALIZED__: true
};

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

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

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

    this.element.empty();

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

    return compiledProjectableNodes;
  }

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

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

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

  setupInputs(manuallyAttachView: boolean, propagateDigest = true): void {
    const attrs = this.attrs;
    const inputs = this.componentFactory.inputs || [];
    for (let i = 0; i < inputs.length; i++) {
      const input = new PropertyBinding(inputs[i].propName, inputs[i].templateName);
      let expr: string|null = null;

      if (attrs.hasOwnProperty(input.attr)) {
        const observeFn = (prop => {
          let prevValue = INITIAL_VALUE;
          return (currValue: any) => {
            // Initially, both `$observe()` and `$watch()` will call this function.
            if (!strictEquals(prevValue, currValue)) {
              if (prevValue === INITIAL_VALUE) {
                prevValue = currValue;
              }
              this.updateInput(prop, prevValue, currValue);
              prevValue = currValue;
            }
          };
        })(input.prop);
        attrs.$observe(input.attr, observeFn);

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

  hookupNgModel(this.ngModel, this.component): void {
    this.$observe NGModel.
  }

  setupInputs(\n    manuallyAttachView: boolean, \n    propagateDigest = true): void {
    const attrs = this.attrs;
    const inputs = this.componentFactory.inputs || [];
    for (let i = 0; i < inputs.length; i++) {
      const input = new PropertyBinding(inputs[i].propName, inputs[i].templateName);
      let expr: string|null = null;

      if (attrs.hasOwnProperty(input.attr)) {
        const observeFn = (prop => {
          let prevValue = INITIAL_VALUE;
          return (currValue: any) => {
            // Initially, both `$observe()` and `$watch()` will call this function.
            if (!strictEquals(prevValue, currValue)) {
              if (prevValue === INITIAL_VALUE) {
                prevValue = currValue;
              }
              this.updateInput(prop, prevValue, currValue);
              prevValue = currValue;
            }
          };
        })(input.prop);
        attrs.$observe(input.attr, observeFn);

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

  updateInput(prop: string, prevValue: any, currValue: any) {
    // ...
attrs[input.bindonAttr];
} else if (attrs.hasOwnProperty(input.bracketParenAttr)) {
  expr = attrs[input.bracketParenAttr];
} else if (expr != null) {
  const watchFn = this.updateInput(prop, prevValue, currValue);
  this.componentScope.$watch(expr, watchFn);
} // Invoke `ngOnChanges()` and Change Detection (when necessary)
const detectChanges = () => this.changeDetector.detectChanges();

// Invoke `ngOnChanges()` and Change Detection (when necessary)
const detectChanges = () => this.changeDetector.detectChanges();

// Invoke `ngOnChanges()` when inputs change
if (inputsChange) {
  // Invoke `ngOnChanges()`
  if (this.implementsOnChanges) {
    const inputChanges = this.inputChanges;
    this.inputChanges = {};
    (<OnChanges>this.component).ngOnChanges(inputChanges);
  }

  // If opted out of propagating digests, invoke change detection
  if (!propagateDigest) {
    detectChanges();
  }
}

if (manuallyAttachView || !propagateDigest) {
  let unwatch: Function|null = this.componentScope.$watch(() => {
    unwatch();
    unwatch = null;
    const appRef = this.parentInjector.get<ApplicationRef>(ApplicationRef);
    appRef.attachView(this.componentRef.hostView);
  });
}

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

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

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

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

/**
 * Group a set of DOM nodes into `ngContent` groups, based on the given content selectors.
 */
export function groupNodesBySelector(ngContentSelectors: string[], nodes: Node[]): Node[]


let projectableNodes = [];

for (let j = 0, jj = nodes.length; j < jj; ++j) {
  let wildcardNgContentIndex = -1;
  for (let i = 0; i < ngContentSelectors.length; ++i) {
    if (matchesSelector(nodes[j], ngContentSelectors[i])) {
      wildcardNgContentIndex = i;
      break;
    }
  }

  if (wildcardNgContentIndex != -1) {
    projectableNodes[wildcardNgContentIndex].push(nodes[j]);
  }
}

return projectableNodes;

function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number {
  let ngContentIndices: number[] = [];
  let wildcardNgContentIndex: number = -1;
  for (let i = 0; i < ngContentSelectors.length; i++) {
    if (ngContentSelectors[i] === '*') {
      wildcardNgContentIndex = i;
    } else {
      if (matchesSelector(element, ngContentSelectors[i])) {
        ngContentIndices.push(i);
      }
    }
  }

  ngContentIndices.sort();

  if (wildcardNgContentIndex !== -1) {
    ngContentIndices.push(wildcardNgContentIndex);
  }
  return ngContentIndices.length ? ngContentIndices[0] : null;
}

const elProto = <any>Element.prototype;

function matchesSelector(el: any, selector: string): boolean {
  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 {
    if (this.resolved) return;

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

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

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

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

import { NgModule, Component, ViewContainerRef, TemplateRef } from '@angular/core';

import { IAnnotatedFunction, IAttributes, IAugmentedJQuery, ICompileService, IDirective, IInjectorService, INgModelController, IParseService, IScope } from './angular1';
import { downgradeComponent, downgradeInjectable } from './downgrade';
import { NgModuleRef, ModuleRef } from './modules';
import { Type, PLATFORM_ID } from '@angular/core';
import { NgModuleWithProviders } from './angular1';
import { LazyModuleRef, UpgradeAppType, controllerKey, getDowngradedModuleCount, getTypeName, getUpgradeAppType, validateInjectionKey } from './util';
import { ModuleWithProviders, NgModuleFactoryLoader } from './modules';

/**
 * @description
 *
 * A helper function that
 * allows an Angular component to be used from AngularJS.
 *
 * *Part of the
 * [upgrade/static](api?query=upgrade%2Fstatic)
 * library for hybrid upgrade apps that support AOT compilation*
 *
 * @usageNotes
 * ### Examples
 *
 * Let's assume that you
 * have an Angular component called `ng2Heroes` that needs
 * to be made available in AngularJS.
 *
 * We must create an AngularJS
 * [directive](https://docs.angularjs.org/api/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 `v:downgraded` component.
 */

@NgModuleWithProviders({
  providers: [{
    provide: downgradeInjectable,
    useFactory: () => downgradeComponent(`ng2-heroes`),
    multi: true,
    deps: [ViewContainerRef, TemplateRef]
  }]
})
export class Ng2HeroesComponent {
  @Input() heroes: string[];
}
downgrading Angular components to AngularJS components please
* visit the [Upgrade guide](guide/upgrade#using-angular-components-from-angularjs-code).

 آل ref 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 `detectChanges() on the component on every
    * `[$digest](https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$digest). If set to `false` change detection
    * will still be performed when any of the component's inputs changes.
  * `deprecate since v4`. This parameter is no longer used

  * `inputs?: string[]`
  * `outputs?: string[]`
  * `selectors?: string[]`:

> validateInjectionKey($injector, downgradeModule, lazyModuleRefKey, attemptedAction);

> 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)

> `finalParentInjector` is used to retrieve `ComponentFactoryResolver`, thus it must be

> on the same tree as the ‘NgModule’ that declares this downgraded component.

> ‘finalParentInjector’ is used for all other injection purposes.

> (Note that Angular knows to only traverse the component-tree part of that injector, when looking for an injectable

> and then switch to the module injector).

> There are basically three cases:

> - If there is no parent component (thus no

> ‘parentInjector’), we bootstrap the downgraded

> ‘NgModule’ and use its injector as both

> ‘finalModuleInjector’ and

> `finalParentInjector`.

> If there is a parent component (and thus a

> ‘parentInjector’) and we are sure that it’s

> belongs to the same ‘NgModule’ as this downgraded component
(e.g. because there is only
// one downgraded module, we use that `parentInjector` as both
`finalModuleInjector` and `finalParentInjector`.
// - If there is a parent component, but it may belong
to a different `NgModule`, then we
// use the `parentInjector` as `finalParentInjector` and this downgraded
component's
// declaring `NgModule`'s injector as `finalModuleInjector`.
// Note 1: If the
`NgModule` is already bootstrapped, we just get its injector (we don't
// bootstrap again).
// Note 2: It is possible that (while there are multiple downgraded modules) this
// downgraded component and its parent component both belong to the same `NgModule`.
// In that case, we could have used the
`parentInjector` as both
`finalModuleInjector` and `finalParentInjector`, but (for simplicity) we are\n// 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 `NgModule`
  const componentFactoryResolver: ComponentFactoryResolver =

  moduleInjector.get(ComponentFactoryResolver);
  const componentFactory: ComponentFactory<any> =

  componentFactoryResolver.resolveComponentFactory(info.component) !;

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

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

      componentFactory, wrapCallback);

  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 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: ...Ssrc downgrade_component_ParentInjectorPromise.all is not a function
// SyncPromise.all([finalParentInjector, finalModuleInjector])
.then(([pInjector, mInjector])
=> downgradeFn(pInjector, mInjector));

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

// Synchronous promise-like object to wrap parent injectors, *not* to preserve the
// synchronous nature of AngularJS's `Scompile`.
*unless ParentInjectorPromise extends SyncPromise<Injector>

private injectorKey: string = controllerKey(INJECTOR_KEY);
constructor(private element: IAugmentedJQuery) {\n  super();
  // Store the promise on the element.
  element.data ![this.injectorKey, this];
}

resolve(injector: Injector): void {\n  // Store the real injector on the element.
  this.element.data ![this.injectorKey, injector];
  // Release the element to prevent memory leaks.
  this.element = null !;\n  // Resolve the promise.
  super.resolve(injector);\n}

A helper function to
allow an Angular service to be accessible from AngularJS.

```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 AngularJS injector into the module injector.
// Then we "get" the ng1 injector from the module injector, which provides the trigger to read
// the stored injector and release the reference to it.
let tempInjectorRef: IInjectorService|null = null;
export function setTempInjectorRef(injector: IInjectorService) {
  tempInjectorRef = injector;
}
export function injectorFactory() {
  if (!tempInjectorRef) {
    throw new Error('Trying to get the AngularJS injector before it being set.');
  }

  const injector: IInjectorService = tempInjectorRef;
  tempInjectorRef = null;  // clear the value to prevent memory leaks
  return injector;
}
```

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

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

/**
 * @publicApi
 */
export const VERSION = new Version('9.0.7');
```
lambda with a reference to an exported function

```
{provide: 'Sinjector', useFactory: injectorFactory, deps: []},
```

```
{provide: 'SrootScope', useFactory: rootScopeFactory, deps: ['Sinjector']},
```

```
{provide: 'Scompile', useFactory: compileFactory, deps: ['Sinjector']},
```

```
{provide: 'Sparse', useFactory: parseFactory, deps: ['Sinjector']},
```

```
/**
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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';


let moduleUid = 0;

```

```
/**
 * 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 
 *
 * ### 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 `{ @link NgZone Angular zone }`.
 * 2. Unlike `UpgradeModule`, `downgradeModule()` does not automatically run `an` *
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. On the other side, does not try to tie the two change detection systems as tightly, restricting the explicit change detection runs only to cases where it knows it is necessary (e.g., when the inputs of a downgraded component change). This improves performance especially in change-detection-heavy applications, but leaves it up to the developer to manually notify each framework as needed. For a more detailed discussion of the differences and their implications, see [Upgrading for Performance](guide/upgrade-performance). You can manually trigger a change detection run in Angular using `scope.$apply()` or `NgZone.run()`. Things to keep in mind, when downgrading multiple modules: It is possible to down grade multiple modules and include them in an AngularJS application. If 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. Module `downgradeComponent()` and `downgradeInjectable()` for more details. If you want some injectables to be shared among all downgraded modules, you can provide them as `StaticProvider`’s, when creating the `PlatformRef` (e.g., via `platformBrowser` or `platformBrowserDynamic`). When using `PlatformRef.bootstrapModule()` to bootstrap the downgraded modules, each one is considered a `<root>` module. As a consequence, a new instance will be created for every injectable provided in `<root>` (via `injector`). 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.

### Downgrading multiple modules

It is possible to downgrade multiple modules and to 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.

- If you want some injectables to be shared among all downgraded modules, you can provide them as `StaticProvider`’s, when creating the `PlatformRef` (e.g., via `platformBrowser` or `platformBrowserDynamic`). When using `PlatformRef.bootstrapModule()` to bootstrap the downgraded modules, each one is considered a `<root>` module. As a consequence, a new instance will be created for every injectable provided in `<root>` (via `injector`).

- 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.

- `StaticProvider`’s, when creating the `PlatformRef` (e.g., via `platformBrowser` or `platformBrowserDynamic`). When using `PlatformRef.bootstrapModule()` to bootstrap the downgraded modules, each one is considered a `<root>` module. As a consequence, a new instance will be created for every injectable provided in `<root>` (via `injector`). 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.
https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aabb70d86d4d688c82/src/Angular.js#L1911-L1924

```javascript
angularElement.cleanData(this.element); // 

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

let Stemplate = contentChildNodes; // if (transclude)

let contentChildNodes = this.extractChildNodes();

let $template = null;

let selector = optional ? selector.substring(1) : selector;

$template.push(node);
```

```javascript
// 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

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

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

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

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

    if (isMap(require)) {
      Object.keys(require).forEach(key => {
        const value = require[key];
        const match = value.match(REQUIRE_PREFIX_RE) !;
        const name = value.substring(match[0].length);

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

    return require;
}
```

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

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

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

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

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

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

    return requiredControllers;
  }
```
any):
  SingleOrListOrMap<IControllerInstance>null
  function getOrCall<T>(property: T | Function, ...
  } else 

  if (property &
  } else 

  // We will be instantiating the controller in the
  // `ngOnInit` hook, when the
  // `first `ngOnInit` hook` will have been already triggered. We store the
  // `SimpleChanges` and `play them back` later.
  } else 

  // TODO(issue/24571): remove `!`
  private helper: UpgradeHelper
  // TODO(issue/24571): remove `!`
  private Sinjector:
  // TODO(issue/24571): remove `!`
  private ScomponentScope: IScope
  // TODO(issue/24571): remove `!`
  private controllerInstance!: IControllerInstance
  // TODO(issue/24571): remove `!`
  private bindingDestination!: IBindingDestination
  // We will be instantiating the controller in the
  // `ngOnInit` hook, when the
  // `first `ngOnInit` hook` will have been already triggered. We store the
  // `SimpleChanges` and `play them back` later.
  } else 

  // TODO(issue/24571): remove `!`
  private unregisterDoCheckWatcher!: Function

```
/**
   * Create a new `UpgradeComponent` instance. You should not normally need to do this.
   * Instead you should derive a new class from this one and call the super constructor from the base class.
   * 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 scope onto the new injector for each component
    this.$componentScope = $parentScope.$new(!!this.directive.scope);
    // Set up outputs
    this.directiveInstance = this.helper.buildControllerType(this.directive);
    this.$scope = this.$componentScope;
    this.$element = this.$element.$new();
    this.$scope.$parent.$watch(() => this.$scope.$parent.$scope, () => {});
    this.$scope.$emit('beforeContent');
    this.$scope.$parent.$emit('afterContent');
    // Linking
    this.directiveInstance.link(type, linkFn, linkFn, linkFn, linkFn, linkFn, linkFn);
    // Hook: $onChanges
    this.directiveInstance.$onChanges();
    // Hook: $onInit
    this.directiveInstance.$onInit();
    // Hook: $doCheck
    this.directiveInstance.$doCheck();
    // Hook: $postLink
    this.directiveInstance.$postLink();
    // Hook: $onDestroy
    this.directiveInstance.$onDestroy();
    // Hook: $onDestroy
    this.directiveInstance.$onDestroy();
    // Hook: $onDestroy
    this.directiveInstance.$onDestroy();
    // Hook: $onDestroy
    this.directiveInstance.$onDestroy();
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    // Hook: $onDestroy
    this.directiveInstance.$onDestroy();
directive.scope; \n const bindings = new Bindings(); \n if (typeof context == 'object') { \n   Object.keys(context).forEach(propName => { \n     const definition = context[propName]; \n     const bindingType = definition.charAt(0); \n     // QUESTION: What about `=`? Ignore? Throw? Support? \n     switch (bindingType) { \n       case '@': \n         case '<': \n           // We don’t need to do anything special. They will \n           // be upgraded component facade and the change propagation will be handled by \n           // `ngOnChanges()` \n           break; \n       case '=': \n         bindings.twoWayBoundProperties.push(propName); \n         bindings.propertyToOutputMap[propName] = propName + 'Change'; \n         break; \n       case '&': \n         bindings.expressionBoundProperties.push(propName); \n         bindings.propertyToOutputMap[propName] = propName; \n         break; \n       default: \n         let json = JSON.stringify(context); \n         throw new Error(`Unexpected mapping '${bindingType}' in '${json}' in '${this.name}' directive.`); \n     } \n   }); \n } \n \n return bindings; \n} \n\nprivate initializeOutputs() { \n  // Initialize the outputs for '=' and '&' bindings \n  this.bindings.twoWayBoundProperties.forEach((propName) => { \n    const outputName = this.bindings.propertyToOutputMap[propName]; \n    (this as any)[outputName] = new EventEmitter(); \n  }); \n} \n\nprivate bindOutputs() { \n  // Bind '&' bindings to the \n  // corresponding outputs \n  this.bindings.expressionBoundProperties.forEach((propName) => { \n    const outputName = this.bindings.propertyToOutputMap[propName]; \n    const emitter = (this as any)[outputName]; \n    this.bindingDestination[propName] = (value: any) => emitter.emit(value); \n  }); \n}\n\nprivate forwardChanges(changes: SimpleChanges) { \n  // Forward input changes to `bindingDestination` \n  Object.keys(changes).forEach((propName) => this.bindingDestination[propName] = changes[propName].currentValue); \n  if (isFunction(this.bindingDestination SonChanges)) { \n    this.bindingDestination = SonChanges(changes); \n  } \n}
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 bootsraps the AngularJS component at its location in the DOM. See \`UpgradeComponent\` for \`UpgradeComponent\`.

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. 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 bootsraps the AngularJS component at its location in the DOM. See \`\`downgradeComponent\` for \`\`downgradeComponent\`.

- AngularJS always 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. AngularJS templates must use camelCase, while AngularJS templates use kebab-case. However the template binding syntax will always use the Angular style, e.g. square brackets (\`[...]\`) for property binding. Angular is booted first; AngularJS is booted 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

### 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 to the root injector.
- Bootstrap
  The runtime instance of this class contains a method, which you use to bootstrap the top level AngularJS module onto an element in the DOM for the hybrid upgrade app. It also contains properties to access the AngularJS `NgZone` and the `UpgradeModule` class. This class is an `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application.

### Examples

Import the `UpgradeModule` into your top level `NgModule`.

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

  constructor(
      /** The root `Injector` for the upgrade application. */
      injector: Injector,
      /** The bootstrap zone for the upgrade application */
      public ngZone: NgZone) {
    this.injector = new NgAdapterInjector(injector);
  }

  /**
   * Bootstrap an AngularJS application from this NgModule
   * @param element the element on which to bootstrap the AngularJS application
   * @param [modules] the AngularJS modules to bootstrap for this application
   * @param [config] optional extra AngularJS bootstrap configuration
   * @param bootstrap the element: Element, modules: string[] = [].
```
config?: any /*angular.IAngularBootstrapConfig*/) {
    const INIT_MODULE_NAME =_upgradeModuleName + '.init';
    const initModule = angularModule(INIT_MODULE_NAME, []);
    const constAppTypeKey = UpgradeAppType.Static;
    const injector = this.injector;
    const factory = angularServiceFactory;
    const InjectorKey = INJECTOR_KEY;
    const injector = this.injector;
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    const injector = this.injector;
    const injector = this.in
return ngZone.run(() => windowAngular.resumeBootstrap.apply(this, args));

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

export

{getAngularJSGlobal, getAngularLib, setAngularJSGlobal, setAngularLib} from
'./src/common/src/angular1';

export {downgradeComponent} from
'../src/common/src/downgrade_component';

export {downgradeInjectable} from
'../src/common/src/downgrade_injectable';

export {VERSION} from '../src/common/src/version';

export

{downgradeModule} from './src/downgrade_module';

export {UpgradeComponent} from
'./src/upgrade_component';

export {UpgradeModule} from './src/upgrade_module';

// This file only re-exports
// items to appear in the public api.

export * from './public_api';

export {angular1Providers as

Investigators_upgrade_static_static_e, compileFactory as

Investigators_upgrade_static_static_c, injectorFactory as

Investigators_upgrade_static_static_a, parseFactory as

Investigators_upgrade_static_static_d, rootScopeFactory as

Investigators_upgrade_static_static_b} from

'./src/angular1_providers';

'}

"/node_modules/@angular/core/public_api/index.js"
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/**
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 *
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 * LICENSE file at https://angular.io/license
 */

export type Ng1Token = string;

export type Ng1Expression = string | Function;

export interface IAnnotatedFunction extends Function {
  $inject?: string[];
}

export type IInjectable = (Ng1Token | Function)[]

export interface IModule {
  name: string;
  requires: IInjectable[];
  config(fn: IInjectable): IModule;
  directive(selector: string, factory: IInjectable): 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;
  transcludeControllers?: {
    [key: string]: any;
  };
  futureParentElement?: Node;
}

export interface IRootScopeService {
  $new(isolate?: boolean): IScope;
  $id: string;
  $parent: IScope;
  $root: IScope;
  $watch(exp: Ng1Expression, fn?: (a1?: any, a2?: any) => void): Function;
  $on(event: string, fn?: (event?: any, ...args: any[]) => void): Function;
  $destroy(): 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 type DirectiveTranscludeProperty = boolean |
  'element' |
  {
    [key: string]: string;
  };

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

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

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

export interface ITranscludeFunction {
  (scope: IScope, cloneAttachFn: ICloneAttachFunction): IAugmentedJQuery;
  (element: Element|NodeList|Node[]|string, transclude: Function): IAugmentedJQuery;
  (element: Element|NodeList|Node[]|string) => IAugmentedJQuery;
  (element: Element|NodeList|Node[]|string) => void;
}

export interface IBootstrapConfig {
  strictDi?: boolean;
}

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 interface IProvideService {
  provider(token:
    ...
getTestability: typeof angular.getTestability = e => angular.getTestability(e);

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

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

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

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

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

export const UPGRADE_MODULE_NAME = '$$UpgradeModule';

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

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

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

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

@NgModule({providers: [{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 without the need to actually bootstrap a hybrid application.
 * This makes it simpler and faster to unit test services.
 * Services that are (or have dependencies on) an upgraded AngularJS service, will be instantiated
 * as needed by the AngularJS `Injector`. In the following code snippet, 'HeroesService' is an Angular service
 * that depends upon an * AngularJS service, 'titleCase'.
 *
 * 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.
 * For Component testing you must 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` a collection of the names of AngularJS modules to include in the
 * configuration.
 */

export function

---

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---
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;
}

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

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

import * as ng from '../../../src/common/src/angular1';
import {UpgradeAppType} from '../../../src/common/src/util';

/**
 * A helper function to use when unit testing
 * AngularJS services that depend upon downgraded Angular
 * services.
 *
 * This function returns an AngularJS
 * module that is configured to wire up the AngularJS and Angular injectors without the need to actually bootstrap a hybrid application.

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

 * Use the returned AngularJS module in a call to
 *
 * ['angular.mocks.module'](https://docs.angularjs.org/api/ngMock/function/angular.mock.module) to
 * include this module in the unit test injector.

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

 * Once this is done we can get hold of services via the
 * AngularJS `Sinjector` as normal.

 * Services that are (or have dependencies on) a downgraded Angular service,
 * will be instantiated as
 * needed by the Angular root `Injector`.
 *
 * In the following code snippet,
 * `heroesService` is a downgraded Angular service that we are
 * accessing from AngularJS.

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

export function createAngularJSTestingModule(angularModules: any[]): string {
  return ng.module_('$$angularJSTestingModule', angularModules)
    .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
    .factory(INJECTOR_KEY, [
      $Injector, $ng.IInjectorService
    ]
    .injector
    .name;
}

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

export * from './index';

export {module_ as ɵangular_packages_upgrade_static_testing_testing_a} from
  '../../src/common/src/angular1';
export {INJECTOR_KEY as ɵangular_packages_upgrade_static_testing_testing_d,UPGRADE_APP_TYPE_KEY as
  ɵangular_packages_upgrade_static_testing_testing_b} from '../../src/common/src/constants';
export {UpgradeAppType as ɵangular_packages_upgrade_static_testing_testing_c} from
  '../../src/common/src/util';
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
zip/fesm2015/static/testing.js.map

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


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/* global Reflect, Promise */

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* * *

* * *
This application contains more than one downgraded Angular module, thus you need to `+un` always specify `\downgradedModule\` when downgrading components and injectables.}

```javascript
if ($injector.has(injectionKey)) {
    throw new Error("Error while \" + attemptedAction + \". The caller attempted to downgrade an Angular module without specifying its name.
" +
    'This application contains more than one downgraded Angular module, thus you need to always specify `\downgradedModule\` when downgrading components and injectables.' +
}
break;
}
```

```javascript
if (!$injector.has(injectionKey)) {
    throw new Error("Error while \" + attemptedAction + \". The caller attempted to downgrade an Angular module without specifying its name.
" +
    'This application contains more than one downgraded Angular module, thus you need to always specify `\downgradedModule\` when downgrading components and injectables.' +
}
```

```javascript
var deferred = /** @constructor */ (function () {
    function deferred() {
        this.promise = new Promise(function (resolve, reject) {
            this.resolve = resolve;
            this.reject = reject;
        });
    }
    return deferred;
}());
```

```javascript
/**
 * @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';
}
```

```javascript
/**
 * 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));
        }
    }
}
```

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

```javascript
/**
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 *
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 */
var INITIAL_VALUE = {
    __UNINITIALIZED__: true
};
```

```javascript
var DowngradeComponentAdapter = /** @constructor */ (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.$injector = $injector;
        this.$compile = $compile;
        this.$parse = $parse;
        this.componentFactory = componentFactory;
        this.wrapCallback = wrapCallback;
        this.componentScope = scope.$new();
        DowngradeComponentAdapter.prototype.compileContents = function () {
            var compiledProjectableNodes = [];
            var projectableNodes = this.groupProjectableNodes();
            var linkFns = projectableNodes.map(function (nodes) {
                return this.$compile(nodes);
            });
            this.element.empty();
            linkFns.forEach(function (linkFn) {
                linkFn(this.scope, function (clone) {
                    compiledProjectableNodes.push(clone);
                    this.element.append(clone);
                });
            });
            return compiledProjectableNodes;
        };
        this.createComponent = function (projectableNodes) {
            var providers = [{ provide: $SCOPE, useValue: this.componentScope }];
            var childInjector = core.Injector.create({
                providers: providers, parent: this.parentInjector, name: 'DowngradeComponentAdapter' });
            this.componentRef = core.Injector.resolve(core.Injector, [childInjector, projectableNodes, this.element[0]], [this.componentFactory, createComponent, this.componentScope]);
            this.changeDetector = this.componentRef.get(core.ChangeDetectorRef);
            this.changeDetector = this.componentRef.changeDetectorRef; // testability hook is commonly added during component bootstrap in
            // packages/core/src/application_ref/bootstrap.js // in downgraded application, component creation will take place here as well as adding the
            // testability hook. var testability = this.componentRef.injector.get(core.Testability, null); // if (testability) {
```
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```javascript
(attrs.hasOwnProperty(bracketParenAttr)) {
    var this.subscribeToOutput(output, attrs[bracketParenAttr], true); //
    if (attrs.hasOwnProperty(output.onAttr)) {
        this.subscribeToOutput(output, attrs[output.onAttr]); //
    } else { //
        this.subscribeToOutput(output, attrs[output.parentAttr]); //
    }
}

//< DowngradeComponentAdapter.prototype.subscribeToOutput = function (output, expr, isAssignment) {
//< var _this = this; //
//< var var this = this; //
//< var var getter = this.$parse(expr); //
//< var var setter = getter.assign; //
//< if (isAssignment === void 0) { //
//<     isAssignment = false; //
//< }
//< var var get expr = this.$parse(expr); //
//< var var set expr = get expr.assign; //
//< if (isAssignment && & !setter) {
//<     throw new Error("Expression " + expr + " is not assignable!"); //
//< }
//< var var emit expr = //
//< this.component[output.prop]; //
//< if (emitter) {
//<     emitter.subscribe({ //
//<         next: function () { //
//<             return emitter._this._this.$parse(expr); //
//<         } //
//<     }); //
//< } else { //
//<     throw new Error("Missing emitter " + output.prop + " on component " + getTypeName(this.componentFactory.componentType) + "!"); //
//< }
//< }
//< }
//< }
```

```javascript
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); //
        }
    }); //
    DowngradeComponentAdapter.prototype.getInjector = function () { return this.componentRef.injector; }; //
    DowngradeComponentAdapter.prototype.updateInput = function (prop, prevValue, currValue) { //
        if (this.implementsOnChanges) { //
            this.inputChanges[prop] = new core.SimpleChange(prevValue, currValue, prevValue === currValue); //
        }
        this.inputChangeCount++; //
        this.component[prop] = currValue; //
    };
    DowngradeComponentAdapter.prototype.groupProjectableNodes = function () { //
        var ngContentSelectors = this.componentFactory.ngContentSelectors; //
        return groupNodesBySelector(ngContentSelectors, this.element.contents()); //
    };

    /**
     * Group a set of DOM nodes into `ngContent` groups, based on the given content selectors.
     */
    function groupNodesBySelector(ngContentSelectors, nodes) { //
        var projectableNodes = []; //
        var wildcardNgContentIndex; //
        for (var i = 0, ii = ngContentSelectors.length; i < ii; ++i) { //
            projectableNodes[i] = []; //
        }
        for (var j = 0, jj = nodes.length; j < jj; ++j) { //
            var node = nodes[j]; //
            var ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors); //
            if (ngContentIndex != null) { //
                projectableNodes[ngContentIndex].push(node); //
            }
        }
        return projectableNodes; //
    }

    /**
     * Find the matching ngContentIndex for the given DOM node.
     */
    function findMatchingNgContentIndex(element, ngContentSelectors) { //
        var ngContentIndices = []; //
        var wildcardNgContentIndex = -1; //
        for (var i = 0; i < ngContentSelectors.length; i++) { //
            var selector = ngContentSelectors[i]; //
            if (selector === '*') { //
                wildcardNgContentIndex = i; //
            } else { //
                if (matchesSelector(element, selector)) { //
                    ngContentIndices.push(i); //
                }
            }
        }
        ngContentIndices.sort(); //
        if (wildcardNgContentIndex !== -1) { //
            ngContentIndices.push(wildcardNgContentIndex); //
        }
        return ngContentIndices; //
    }

    function matchesSelector(element, selector) { //
        if (!_matches) { //
            var elProto = Element.prototype; //
            _matches = elProto.matches || elProto.matchesSelector || elProto.mozMatchesSelector || elProto.msMatchesSelector || elProto.oMatchesSelector || elProto.webkitMatchesSelector; //
        }
        return element.nodeType === Node.ELEMENT_NODE ? _matches.call(element, selector) : false; //
    }
```
SyncPromise.resolve = function (value) {
    if (this.resolved)
        return;
    this.value = value;
    this.resolved = true;
    this.callbacks.forEach(function (callback) { return callback(value); });
    this.callbacks.length = 0;
}
SyncPromise.prototype.then = function (callback) {
    if (this.resolved) {
        callback(this.value);
    }
    else {
        this.callbacks.push(callback);
    }
};
return SyncPromise;

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 */
/**
 * @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*
 *
 * * A helper function returns a factory function to be used for registering an AngularJS wrapper directive for "downgrading" an Angular component.
 *
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid upgrade apps that support AOT compilation*
 *
 * * A helper function returns a factory function to be used for registering an AngularJS wrapper directive for "downgrading" an Angular component.*
 *
 * We must create an AngularJS [directive](https://docs.angularjs.org/guide/directive) that will make this Angular component available inside AngularJS templates.
 *
 * The `downgradeComponent()` function returns a factory function that we can use to define the AngularJS directive that wraps the `\downgraded\` component.
 *
 * For more details and examples on downgrading Angular components to AngularJS components please visit the [Upgrade guide](guide/upgrade#using-angular-components-from-angularjs-code).
 *
 * * @returns a factory function that can be used to register the component in an AngularJS module.*
 *
 * * `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 `detectChanges` on the component on every `$digest()` call. If set to `false`, change detection will still be performed when any of the component's inputs changes. (Default: true)
 *
 * * @param info contains information about the Component that is being downgraded.
 * * `\- component: Type\<\any\>`: The type of the Component that will be downgraded.
 * * `- downgradedModule?: string`: The name of the downgraded module (if any) that the component belongs to, as returned by a call to `downgradeModule()`. It is the module, whose corresponding Angular module will be bootstrapped, when the component needs to be instantiated.
 * * `- propagateDigest?: boolean`: Whether to perform `\detectChanges` on the component on every `$digest()` call. If set to `false`, change detection will still be performed when any of the component's inputs changes. (Default: true)
 *
 * @returns a factory function that can be used to register the component in an AngularJS module.
 *
 * * @param AppModule
 * * @param function downgradeComponent(info) {
 * var directiveFactory = function ($compile, $injector, $sce) {
 * 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 run it back in). 
 * var isNgUpgradeLite = getUpgradeAppType($injector) === 3 /* Lite */;
 * var wrapCallback = isNgUpgradeLite ? function (cb) { return $sce.trustAsHtml(cb()); } : function (cb) { return function () { return core.NgZone.isInAngularZone() ? cb() : ngZone.run(cb); };
 * 
 * // When downgrading multiple modules, special handling is needed wrt injectors.
 * var hasMultipleDowngradedModules = isNgUpgradeLite && (getDowngradedModuleCount($injector) > 1);
 * 
 * return {
 * restrict: 'E',
 * terminal: true,
 * require: [REQUIRE_INJECTOR, REQUIRE_NG_MODEL],
 * link: function (scope, element, attrs, required) {
 * // We might have to compile the contents asynchronously,
because this might have been

Angular templates have // been compiled.
var ngModel = required[1];
var parentInjector = required[0];
var moduleInjector = undefined;
var ranAsync = false;

if (!parentInjector || hasMultipleDowngradedModules) {
    var downgradedModule = info.downgradedModule || "";
    lazyModuleRef = lazyModuleRef || LAZY_MODULE_REF +
downgradedModule;

    attemptedAction = "instantiating component " +
    get热情(entero, component) + "\"\";
    validateInjectionKey(Sinjector, downgradedModule,
lazyModuleRefKey, attemptedAction);
    var lazyModuleRef = Sinjector.get(lazyModuleRefKey);

    moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise;
}

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

// when looking for an injectable and then switch to the module injector. //

// There are basically three cases:
- If there is no parent component (thus no `parentInjector`), we
bootstrap the downgraded
  `NgModule` and use its injector as both `finalModuleInjector` and
  `finalParentInjector`.
- If there is a parent component (and thus a `parentInjector`) and we
are sure that it belongs to the same `NgModule` as this downgraded component (e.g., because there is
only one downgraded module, we use that `parentInjector` as both `finalModuleInjector` and
  `finalParentInjector`.
- If there is a parent component, but it may belong to a different
  `NgModule`, then we use the `parentInjector` as `finalParentInjector` and this downgraded
  component 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.
var finalParentInjector = parentInjector || moduleInjector;

// If this is a "top-level" Angular component or
the parent component may belong to a different `NgModule`, use the module injector for module-
specific dependencies.

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

var finalModuleInjector = moduleInjector || parentInjector;

var doDowngrade = function (injector, moduleInjector) {
    // Retrieve `ComponentFactoryResolver` from the injector tied to the
    `NgModule` this

    // component belongs to.
    var componentFactoryResolver = moduleInjector.get(core.ComponentFactoryResolver);

    var componentFactory = componentFactoryResolver.resolveComponentFactory(info.component);

    // throw new Error("Expecting ComponentFactory for: " +
    // get热情Name(info.component));
}

var injectorPromise = new ParentInjectorPromise(element);

var 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();

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
NOTE: Not using `ParentInjectorPromise.all()` (which is inherited from `SyncPromise`), because
  `...$src$downgrade_component_ParentInjectorPromise.all() is not a function` complaint
  `TypeError: SyncPromise.all...$src$downgrade_component_ParentInjectorPromise.all is not a function`

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

  ranAsync = true;
}

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

/**
 * Synchronous promise-like object to wrap parent
 * injectors, to preserve the synchronous nature of AngularJS's `$compile`.
 */
var ParentInjectorPromise = /** @class */ (function (_super) {
  __extends(ParentInjectorPromise, _super);
  function ParentInjectorPromise(element) {
    var _this = _super.call(this) || this;
    _this.element = element;
    _this.injectorKey = controllerKey(INJECTOR_KEY);
    // Store the promise on the element.
    element.data(_this.injectorKey, _this);
    return _this;
  }
  ParentInjectorPromise.prototype.resolve = function (injector) {
    // Store the real injector on the element.
    this.element.data(this.injectorKey, injector);
    // Release the element to prevent memory leaks.
    this.element = null;
    // Resolve the promise.
    super.prototype.resolve.call(this, injector);
  };
  return ParentInjectorPromise;
} (SyncPromise));

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 * 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 [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`.
 *
 * 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 inectable 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 inectables 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 inectable, but
 * it is _not OK_ to use it in an AngularJS component that may be used independently of Angular
 * use it in a downgraded Angular component from a different module.
 *
 * (This option is only necessary when using `downgradeModule()` to downgrade more
 * than one Angular
 * module.)
downgradeInjectable(token, downgradedModule) {
    if (downgradedModule === void 0) {
        downgradedModule = ";
    }
    var factory = function (Sinjector) {
        var injectorKey = `\" + INJECTOR_KEY +\
        downgradedModule + `; option injectableName = isFunction(token) ? getTypeName(token) : String(token);
        var attemptedAction = `\"instantiating injectable \" + injectableName + `\";
        validateInjectionKey(Sinjector, downgradedModule, injectorKey, attemptedAction);
        var injector = Sinjector.get(injectorKey);
        return injector.get(token);
    };
    function factory[$injector] {
        return factory;
    }

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     * found in the LICENSE file at
     * https://angular.io/license
     */
    /**
     * @publicApi
     */
    var VERSION = new core.Version('9.0.7');

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

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     * found in the LICENSE file at
     * https://angular.io/license
     */
    var 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:
     * * 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:
     * * 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/bootsrapping 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()]
     */
If you pass a function, it is expected to return a promise resolving to an `NgModuleRef`. The function is called with an array of extra `{@link StaticProvider Providers}` that are expected to be available from the returned `NgModuleRef`'s `Injector`. You 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).

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 booted up, i.e. by instantiating a downgraded component.

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

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

1. Unlike `UpgradeModule`, `downgradeModule()` does not bootstrap the main AngularJS module inside the [NgZone Angular zone](https://angular.io/api/UpgradeModule#run). This improves performance, especially in change-detection-heavy applications, but leaves it up to the developer to manually `notify` each framework as needed.
2. Unlike `UpgradeModule`, `downgradeModule()` does not automatically run change detection.

 homeless 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 as tightly, restricting the explicit change runs only to cases where it knows it is necessary (e.g. when the inputs of a downgraded component change). This improves performance, especially in change-detection-heavy applications, but leaves it up to the developer to manually `notify` each framework as needed.

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

You can manually trigger a change detection run in AngularJS using

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

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

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` (e.g. via `platformBrowser` or `platformBrowserDynamic`).

- When using `{@link PlatformRef#bootstrapmodule bootstrapModule} `bootstrapModule()`) or `{@link PlatformRef#bootstrapmodulefactory bootstrapModuleFactory()}` to bootstrap the downgraded module, each one is considered a `\"root\"` module. As a consequence, a new instance will be created for every injectable provided in `\"root\"` (via `@link Injectable#providedIn`)).

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:

```javascript
function downgradeModule(moduleFactoryOrBootstrapFn) {
    var lazyModuleName = Upgrade_MODULE_NAME + \\
        Laz\" + ++moduleId; var lazyModuleRefKey = \"\" + \\
        LAZY_MODULE_REF + lazyModuleName; var lazyInjectorKey = \"\" + INJECTOR_KEY + \\
        lazyModuleName; var bootstrapFn = isFunction(moduleFactoryOrBootstrapFn) ?
```
moduleFactoryOrBootstrapFn: function (extraProviders) { return 
platformBrowser.platformBrowser(extraProviders).bootstrapModuleFactory(moduleFactoryOrBootstrapFn);
}

var injector; // Create an ng1 module to bootstrap

.constant(UPGRADE_APP_TYPE_KEY, 3 /* Lite */) .factory(INJECTOR_KEY, [lazyInjectorKey, identity]) .factory(lazyInjectorKey, function () { return new Error('Trying to get the Angular injector before bootstrapping the corresponding Angular module.'));

injector = result.injector = new NgAdapterInjector(injector, name, elementRef, directive) {

    injector = injector.get(SINJECTOR);

    return injector;

}};

return result;

.$injector.$get([lazyModuleRefKey, identity]) .factory(lazyModuleRefKey, function ($injector) {
    setTempInjectorRef($injector);
    var result = {
        promise: bootstrapFn(angular1Providers).then(function (ref) {
            injector = result.injector = new NgAdapterInjector(injector, name, elementRef, directive) {

                injector = injector.get(SINJECTOR);

                return injector;

            });

            return result;
        }
    };

    return result;

});

.$injector.$get([lazyModuleRefKey, identity]) .factory(lazyModuleRefKey, function ($injector) {

    return injector;

});

.$injector.$get($INJECTOR).get(DOWNGRADED_MODULE_COUNT_KEY, getDowngradedModuleCount($injector) + 1);

function identity(x) {
    return x;
}

/**
 * @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 REQUIRE_PREFIX_RE = /^(\^\^?)?(\?)?(\^\^?)?/;

var UpgradeHelper = /** @class */
function UpgradeHelper(injector, name, elementRef, directive) {
    this.injector = injector;
    this.name = name;
    this.$injector = injector.get($INJECTOR);
    this.$compile = this.$injector.get($COMPILE);
    this.$controller = this.$injector.get($CONTROLLER);
    this.element = elementRef.nativeElement;
    this.$element = this.$injector.$get($TEMPLATE_CACHE).get(elementRef.nativeElement);
    this.directive = directive || UpgradeHelper.getDirective(this.$injector, name);
}

UpgradeHelper.getDirective = function ($injector, name) {
    var directives = $injector.get(name + 'Directive');
    if (directives.length > 1) {
        throw new Error("Only support single directive definition for: " + name);
    }

    var directive = directives[0];

    throw new Error("Directive '" + directive.name + "' is not a component, it is missing template.";

    return directive;

}};

UpgradeHelper.prototype.buildController = function (controllerType, $scope) {
    var locals = { '$scope': $scope, '$element': this.$element };
    var controller = this.$controller(controllerType, locals, null, this.directive.controllerAs);

    this.$element.data(controllerKey(this.directive.name), controller);
    return controller;

});
UpgradeHelper.prototype.compileTemplate = function (template) {
    if (template === undefined) {
        template = UpgradeHelper.getTemplate(this.$injector, this.directive, false, this.$element);
    }
    return this.compileHtml(template);
};
UpgradeHelper.prototype.onDestroy = function ($scope, controllerInstance) {
    if (controllerInstance && isFunction(controllerInstance.$onDestroy)) {
        controllerInstance.$onDestroy();
    }
    $scope.$destroy();
    // Clean the jQuery/jqLite data on the component+child elements.
    // Equivalent to how jQuery/jqLite invoke `cleanData` on an Element
    // (this.element);
    //
    // https://github.com/jquery/jquery/blob/e743cbd28553267f955f1ea7248377915613fd9/src/manipulation.js#L223
    // https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aab70d86d4d688c82/src/jqLite.js#L306-L312
    // `cleanData` will invoke the AngularJS `$destroy` DOM event
    //
    // https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aab70d86d4d688c82/src/Angular.js#L1911-L1924
    // element.cleanData((this.element));
    element.cleanData(this.element.querySelectorAll('*'));
};
UpgradeHelper.prototype.prepareTransclusion = function () {
    var _this = this;
    var transclude = this.directive.transclude;
    var contentChildNodes = this.extractChildNodes();
    var attachChildrenFn = function (scope, cloneAttachFn) {
        // Since AngularJS v1.5.8, `cloneAttachFn` will try to destroy the transclusion scope if
        // "$template" is empty. Since the transcluded content comes from Angular, not AngularJS,$
        // there will be no transclusion scope here.
        // Provide a dummy `scope.$destroy()` method to prevent `cloneAttachFn` from throwing.
        scope = scope || { $destroy: function () { return undefined; } };
        return cloneAttachFn($template, scope);
    };
    var $template = contentChildNodes;
    if (transclude) {
        var slots_1 = Object.create(null);
        var slotMap_1 = Object.create(null);
        var filledSlots_1 = Object.create(null);
        // Parse the element selectors.
        Object.keys(transclude).forEach(function (slotName) {
            var selector = transclude[slotName];
            var optional = selector.charAt(0) === '?';
            selector = optional ? selector.substring(1) : selector;
            slotMap_1[directiveNormalize(selector.toLowerCase())] = slotName;
            slots_1[slotName] = null; // `null`: Defined but not yet filled.
            filledSlots_1[slotName] = optional; // Consider optional slots as filled.
        });
        // Add the matching elements into their slot.
        contentChildNodes.forEach(function (node) {
            var slottName = directiveNormalize(node.nodeName.toLowerCase());
            if (slottName) {
                filledSlots_1[slottName] = true;
                slots_1[slotName] = slots_1[slotName] || [];
                slots_1[slotName].push(node);
            } else {
                $template.push(node);
            }
        });
        // Check for required slots that were not filled.
        Object.keys(filledSlots_1).forEach(function (slotName) {
            if (!filledSlots_1[slotName]) {
                throw new Error("Required transclusion slot ", " + slotName + ", on directive: ", " + _this.name);
            }
        });
        Object.keys(slots_1).filter(function (slotName) { return slots_1[slotName]; }).forEach(function (slotName) {
            var nodes = slots_1[slotName];
            slots_1[slotName] = function (scope, cloneAttach) {
                return cloneAttach(nodes, scope);
            };
        });
        // Attach "$slots' to default slot transclude fn.
        attachChildrenFn.$slots = slots_1;
        // AngularJS v1.6+ ignores empty or whitespace-only transcluded text nodes. But Angular
        // removes all text content after the first interpolation and updates it later, after
        // evaluating the expressions. This would result in AngularJS failing to recognize text
        // nodes that start with an interpolation as transcluded content and use the fallback
        // content instead.
        // To avoid this issue, we add \n        // [zero-width non-joiner character](https://en.wikipedia.org/wiki/Zero-width_non-joiner)
        // to empty text nodes (which can only be a result of Angular removing their initial content).
        // NOTE: Transcluded text content that starts with whitespace followed by an interpolation
        // will still fail to be detected by AngularJS v1.6+
        if (node.nodeType === Node.TEXT_NODE & & node.nodeValue) {
            node.nodeValue = \u200C"\n
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}\n
});\n
}\n
return attachChildrenFn;\n
};\n
UpgradeHelper.prototype.resolveAndBindRequiredControllers = function (controllerInstance) {\n
var
directiveRequire = this.getDirectiveRequire();\n
var requiredControllers =
this.resolveRequire(directiveRequire);\n
if (controllerInstance && this.directive.bindToController &&
isMap(directiveRequire)) {\n
var requiredControllersMap_1 = requiredControllers;\n
Object.keys(requiredControllersMap_1).forEach(function (key) {\n
controllerInstance[key] =
requiredControllersMap_1[key];\n
});\n
}\n
return requiredControllers;\n
};\n
UpgradeHelper.prototype.compileHtml = function (html) {\n
this.element.innerHTML = html;\n
return
this.$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 NOT_SUPPORTED = 'NOT_SUPPORTED';\n var
INITIAL_VALUE$1 = {\n
__UNINITIALIZED__: true\n };\n var Bindings = /** @class */ (function () {\n
function Bindings() {\n
this.twoWayBoundProperties = [];\n
this.twoWayBoundLastValues = [];\n
this.expressionBoundProperties = [];\n
this.propertyToOutputMap = {};\n
}\n
return
Bindings;\n }());\n /**\n * @description\n *\n * A helper class that allows an AngularJS component to be
used from Angular.\n *\n * *Part of the [upgrade/static](api?query=upgrade%2Fstatic)\n * library for hybrid
upgrade apps that support AOT compilation.*\n *\n * This helper class should be used as a base class for
creating Angular directives\n * that wrap AngularJS components that need to be \"upgraded\".\n *\n *
@usageNotes\n * ### Examples\n *\n * Let's assume that you have an AngularJS component called
`ng1Hero` that needs\n * to be made available in Angular templates.\n *\n * {@example
upgrade/static/ts/full/module.ts region=\"ng1-hero\"}\n *\n * We must create a `Directive` that will make this
AngularJS component\n * available inside Angular templates.\n *\n * {@example

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upgrade/static/ts/full/module.ts region="ng1-hero-wrapper" 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 `$element.scope/isolateScope()`?
    this.$componentScope = $parentScope.$new(!!this.directive.scope);
    this.initializeOutputs();
}

UpgradeComponent.prototype.ngOnInit = function () {
    var _this = this;
    // Collect contents, insert and compile template
    var attachChildNodes = this.helper.prepareTransclusion();
    var linkFn = this.helper.compileTemplate();
    // Instantiate controller
    var controllerType = this.directive.controller;
    var bindToController = this.directive.bindToController;
    if (controllerType) {
        this.controllerInstance = this.helper.buildController(controllerType, this.$componentScope);
    } else if (bindToController) {
        throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.'");
    }
    // Set up outputs
    this.bindingDestination = bindToController ? this.controllerInstance : this.$componentScope;
    this.bindOutputs();
    // Require other controllers
    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)) {
        var callDoCheck = function () { return _this.controllerInstance.$doCheck(); }
        this.unregisterDoCheckWatcher = this.$componentScope.$parent.$watch(callDoCheck);
        callDoCheck();
    }
    // Hook: $postLink
    if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
        this.controllerInstance.$postLink();
    }
    // Linking
    var link = this.directive.link;
    if (link == 'object') {
        var postLink = typeof link == 'object' ? link.post : link;
    } else if (bindToController) {
        throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.'");
    }
    linkFn(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    // Require other controllers
    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)) {
        var callDoCheck = function () { return _this.controllerInstance.$doCheck(); }
        this.unregisterDoCheckWatcher = this.$componentScope.$parent.$watch(callDoCheck);
        callDoCheck();
    }
    // Linking
    var link = this.directive.link;
    if (link == 'object') {
        var postLink = typeof link == 'object' ? link.post : link;
    } else if (bindToController) {
        throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.'");
    }
    linkFn(this.$componentScope, null, [parentBoundTranscludeFn: attachChildNodes]);
    if (postLink) {
        postLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    } else if (bindToController) {
        throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.'");
    }
    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)) {
        var callDoCheck = function () { return _this.controllerInstance.$doCheck(); }
        this.unregisterDoCheckWatcher = this.$componentScope.$parent.$watch(callDoCheck);
        callDoCheck();
    }
    // Linking
    var link = this.directive.link;
    if (link == 'object') {
        var postLink = typeof link == 'object' ? link.post : link;
    } else if (bindToController) {
        throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.'");
    }
    linkFn(this.$componentScope, null, [parentBoundTranscludeFn: attachChildNodes]);
    if (postLink) {
        postLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    } else if (bindToController) {
        throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.'");
    }
    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)) {
        var callDoCheck = function () { return _this.controllerInstance.$doCheck(); }
        this.unregisterDoCheckWatcher = this.$componentScope.$parent.$watch(callDoCheck);
        callDoCheck();
    }
    // Linking
    var link = this.directive.link;
    if (link == 'object') {
        var postLink = typeof link == 'object' ? link.post : link;
    } else if (bindToController) {
        throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.'");
    }
    linkFn(this.$componentScope, null, [parentBoundTranscludeFn: attachChildNodes]);
    if (postLink) {
        postLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    } else if (bindToController) {
        throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.'");
    }
    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)) {
        var callDoCheck = function () { return _this.controllerInstance.$doCheck(); }
        this.unregisterDoCheckWatcher = this.$componentScope.$parent.$watch(callDoCheck);
        callDoCheck();
    }
    // Linking
    var link = this.directive.link;
    if (link == 'object') {
        var postLink = typeof link == 'object' ? link.post : link;
    } else if (bindToController) {
        throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.'");
    }
    linkFn(this.$componentScope, null, [parentBoundTranscludeFn: attachChildNodes]);
    if (postLink) {
        postLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    } else if (bindToController) {
        throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.'");
    }
    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)) {
        var callDoCheck = function () { return _this.controllerInstance.$doCheck(); }
        this.unregisterDoCheckWatcher = this.$componentScope.$parent.$watch(callDoCheck);
        callDoCheck();
    }
    // Linking
    var link = this.directive.link;
    if (link == 'object') {
        var postLink = typeof link == 'object' ? link.post : link;
    } else if (bindToController) {
        throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.'");
    }
    linkFn(this.$componentScope, null, [parentBoundTranscludeFn: attachChildNodes]);
    if (postLink) {
        postLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    } else if (bindToController) {
        throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.'");
    }
    if (this.pendingChanges) {
        this.forwardChanges(this.pendingChanges);
        this.pendingChanges = null;
    }
UpgradeComponent.prototype.ngDoCheck = function () {
    var _this = this;
    var twoWayBoundProperties = this.bindings.twoWayBoundProperties;
    var twoWayBoundLastValues = this.bindings.twoWayBoundLastValues;
    var propertyToOutputMap = this.bindings.propertyToOutputMap;
    var twoWayBoundProperties.forEach(function (propName, idx) {
        var newValue = _this.bindingDestination[propName];
        var oldValue = twoWayBoundLastValues[idx];
        if (!core.looseIdentical(newValue, oldValue)) {
            var eventEmitter = _this[outputName];
            eventEmitter.emit(newValue);
            twoWayBoundLastValues[idx] = newValue;
        }
    });
}
UpgradeComponent.prototype.ngOnDestroy = function () {
    if (isFunction(this.unregisterDoCheckWatcher)) {
        this.unregisterDoCheckWatcher();
    }
    this.helper.onDestroy(this.$componentScope, this.controllerInstance);
}
UpgradeComponent.prototype.initializeBindings = function (directive) {
    var _this = this;
    var btcIsObject = typeof directive.bindToController === 'object';
    if (btcIsObject && Object.keys(directive.scope).length) {
        throw new Error('Binding definitions on scope and controller at the same time is not supported.');
    }
    var context = btcIsObject ? directive.bindToController : directive.scope;
    var bindings = new Bindings;
    if (typeof context == 'object') {
        Object.keys(context).forEach(function (propName) {
            var definition = context[propName];
            var bindingType = definition.charAt(0);
            switch (bindingType) {
                case '@':
                case '<':
                    // We don't need to do anything special. They will be defined as inputs on the upgraded component facade
                    break;
                case '=':
                    bindings.twoWayBoundProperties.push(propName);
                    bindings.twoWayBoundLastValues.push(INITIAL_VALUE$1);
                    bindings.propertyToOutputMap[propName] = propName + 'Change';
                    break;
                case '&':
                    bindings.expressionBoundProperties.push(propName);
                    bindings.propertyToOutputMap[propName] = propName;
                    break;
                default:
                    var json = JSON.stringify(context);
                    throw new Error('Unexpected mapping "' + bindingType + '" in "' + json + '" in "' + _this.name + '" directive.');
            }
        });
    }
    return bindings;
}
UpgradeComponent.prototype.initializeOutputs = function () {
    var _this = this;
    // Initialize the outputs for `=` and `&` bindings
    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.bindings.propertyToOutputMap[propName] = function (value) {
            return emitter.emit(value);
        };
    });
}
UpgradeComponent.prototype.forwardChanges = function (changes) {
    var _this = this;
    // Forward input changes to `bindingDestination`
    Object.keys(changes).forEach(function (propName) { return _this.bindingDestination[propName] = changes[propName].currentValue; });
}
if (isFunction(this.bindings.propertyToOutputMap[propName]) {
    return UpgradeComponent(
        function () {
            return UpgradeComponent;
        }(),
        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.bindings.propertyToOutputMap[propName] = function (value) {
                    return emitter.emit(value);
                };
            });
        }()
    );
}/*
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 * */

/*
 * An `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application.
 */

/*
 * Part of the [upgrade/static](api?query=upgrade/static) library for hybrid upgrade apps that support AOT compilation
 * The `upgrade/static` package contains helpers that allow AngularJS and Angular components to be
 */

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 */

/**
 * @description
 *
 * An `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application.
 */

used together inside a hybrid upgrade application, which supports AOT compilation.

Specifically, the classes and functions in the `upgrade/static` module allow the following:

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

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

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

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

Bootstrapping of a hybrid Angular application which 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 that it can be used in an Angular template. See `UpgradeComponent`.

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

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

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

5. Bootstrapping of a hybrid Angular application which contains both of the frameworks coexisting in a single application.

When reasoning about how a hybrid application works it is useful to have a mental model which describes what is happening and explains what is happening at the lowest level. There are two independent frameworks running in a single application, each framework treats its own DOM elements and ignores others.

AngularJS 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 bootstrap 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 bootstrap the Angular component at its location in the DOM. See `downgradeComponent`.

When an "upgraded" or "downgraded" component is instantiated the host element is owned by the framework doing the instantiation. The other framework then instantiates and owns the component.

This implies that the component bindings will always follow the semantics of the framework that instantiated the element.

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:

- [AngularJS services](https://docs.angularjs.org/api/ng/service) to the root injector.
- Bootstrap
- 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.

It also contains properties to access the root injector, the bootstrap `NgZone` and the AngularJS `ServiceInjector`.

Import the `UpgradeModule` into your top level module.

Inject `UpgradeModule` into your top level module.

Finally, kick off the whole process, by bootstrapping your top level Angular `NgModule`.

---

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### Upgrading an AngularJS service

* There is no specific API for upgrading an AngularJS service. Instead you should just follow the following recipe:* 
* Let's say you have an AngularJS service:`

```javascript
@injector.get(core.Testability) {
    $provide.decorator($$TESTABILITY, [
        $DELEGATE,
        function (intervalDelegate) {
            // 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.

            var wrappedInterval = function (fn, delay, count, invokeApply) {
                var pass = [];
                for (var _i = 4; _i < arguments.length; _i++) {
                    pass[_i - 4] = arguments[_i];
                }
                return intervalDelegate.apply(void 0, __spread(pass));
            }

            return testabilityDelegate.whenStable(newWhenStable.bind(testabilityDelegate, callback));
        }
    ]);
}
```

** The bootstrap zone for the upgrade application

```javascript
this.ngZone = ngZone;
this.injector = new NgAdapterInjector(injector);
```

** ** The root `Injector` for the upgrade application

```javascript
injector.get(core.Testability);
```
setTempInjectorRef($injector);
            _this.injector.$get($INJECTOR);
            // Put the injector on the
            // DOM, so that it can be
            // Wire up the ng1 rootScope to run a digest cycle whenever the zone settles
            // We need to do this in the next tick so that we don't prevent the bootup
            // stabilizing
            setTimeout(function () {
                var $rootScope = $injector.$get('$rootScope');
                var subscription = _this.ngZone.onMicrotaskEmpty.$subscribe(function () {
                    if ($rootScope.$$phase)
                        if (core.isDevMode())
                            console.warn('A digest was triggered while
                            one was already in progress. This may mean that something is triggering digests outside the Angular zone.);
                    return $rootScope.$evalAsync();
                });
                $rootScope.$on('$destroy', function () {
                    subscription.unsubscribe();
                });
            });
            var upgradeModule = module_([UPGRADE_MODULE_NAME, [INIT_MODULE_NAME].concat(modules)));
            // Make sure
            // resumeBootstrap() only exists if the current bootstrap is deferred
            var windowAngular = window['angular'];
            windowAngular.resumeBootstrap = undefined;
            // Bootstrap the AngularJS
            // application inside our zone
            this.ngZone.run(function () {
                bootstrap(element$1, [upgradeModule.name],
                    config); });
            windowAngular.resumeBootstrap = function () {
                var originalResumeBootstrap_1 = arguments;
                windowAngular.resumeBootstrap = originalResumeBootstrap_1;
                return windowAngular.resumeBootstrap.apply(this, args);
            });
            var UpgradeModule = __decorate(
                [core.NgModule({ providers: [angular1Providers] })], UpgradeModule);
            return UpgradeModule;
        }();
    }

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     * 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
    /**
     * Generated bundle index. Do not edit.
     */
    found in path(s):
    * /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/bundles/upgrade-
    static.umd.min.js.map
    No license file was found, but licenses were detected in source scan.
    {"version":3,"file":"static__testing.js","sources":["./.../.../.../packages/upgrade/src/common/src/angular1.ts","./.../.../.../packages/upgrade/src/common/src/constants.ts","./.../.../.../packages/upgrade/static/testing/src/create_angular_testing_module.ts","./.../.../.../packages/upgrade/static/testing/src/create_angularjs_testing_module.ts"",...}
/**
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 */

export type Ng1Token = string;

export type Ng1Expression = string | Function;

export interface IAnnotatedFunction extends Function {
  $inject?: string[]; // Old versions of '@types/angular' typings extend the global 'Function' interface with
  // `@Sinject?: boolean`. ReadonlyArray$<string> (used in in
  // latest versions).
}

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

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

export interface IModule {
  name: string;
  requires: 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;
  $injector: IInjectable[];
  transcludeControllers: SingleOrListOrMap<ILinkFnOptions>;
}

export interface IRootScopeService {
  $new(isolate?: boolean): IScope;
  $id: string;
  $parent: IScope;
  $root: IScope;
  $watch(exp: Ng1Expression, fn?: (a1?: any, a2?: any) => void): Function;
  $on(event: string, fn?: (event?: any, ...args: any[]) => void): Function;
  $destroy(): void;
  $apply(exp?: Ng1Expression): any;
  $digest(): void;
  $evalAsync(exp: Ng1Expression, locals?: any): void;
  $on(event: string, fn?: (event?: any, ...args: any[]) => void): Function;
  $scope: IScope;
  $element: Element;
  $isolateScope: () => IScope;
  $injector: () => IInjectorService;
  $triggerHandler: (eventTypeOrObject: string | Event, extraParameters?: any) => void;
}
void

export interface IProvider {
  $get: Injectable;
}

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

export interface IProvider {
  $get: Injectable;
}

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

export interface IProvider {
  $get: Injectable;
}

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

export interface IProvider {
  $get: Injectable;
}

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

export interface IProvider {
  $get: Injectable;
}

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

export interface IProvideService {
  provider(token: Ng1Token, provider: IProvider): IProvider;
  factory(token: Ng1Token, factory: Injectable): Injectable;
  service(token: Ng1Token, type: Injectable): Injectable;
  constant(token: Ng1Token, value: any): void;
  decorator(token: Ng1Token, factory: Injectable): void;
  $get(key: string): any;

  export interface ICachable {
    put(key: string, value: any): void;
    get(key: string): any;
  }

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

  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<T>(key: string): T;
  }

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

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

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

  export interface INgModuleController {
    $render(): void;
    $isEmpty(value: any): boolean;
    $setValidity(validationErrorKey: string, isValid: boolean): void;
    $setPristine(): void;
    $setDirty(): void;
    $setUntouched(): void;
    $setTouched(): void;
    $rollbackViewValue(): void;
    $validate(): void;
    $commitViewValue(): void;
    $setViewValue(value: any, trigger: string): void;
    $viewValue: any;
    $parsers: Function[];
    $formatters: Function[];
    $validators: {
      [key: string]: Function;
    };
    $asyncValidators: {
      [key: string]: Function;
    };
    $changeListeners: 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 | Injectable)[], 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 | Injectable>, strictDi?: boolean) => IInjectorService,
    version: {major: number},
    resumeBootstrap: (): void,
    getTestability: (e: Element): ITestabilityService
  } = {
    bootstrap: noNg,
    module: noNg,
    element: noNgElement,
    injector: noNg,
    version: undefined as any,
    resumeBootstrap: noNg,
    getTestability: noNg
  };

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

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

  /**
   * @deprecated Use `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;
  }

  angular = angular || {}; // Ignore errors for `angular`.

  module.exports = angular;
resumeBootstrap: typeof angular.resumeBootstrap = () => angular.resumeBootstrap();

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

export const

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

export const

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

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

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

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

export const COMPILER_KEY = '$$angularCompiler';
export const DOWNGRADED_MODULE_COUNT_KEY = '$$angularDowngradedModuleCount';
export const GROUP_PROJECTABLE_NODES_KEY = '$$angularGroupProjectableNodes';
export const INJECTOR_KEY = '$$angularInjector';
export const LAZY_MODULE_REF = '$$angularLazyModuleRef';
export const NG_ZONE_KEY = '$$angularNgZone';
export const UPGRADE_APP_TYPE_KEY = '$$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.
 * 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.
 *
 * Once this is done we can get hold of services via the Angular 'Injector' as
 * normal.
 * Services that are (or have dependencies on) an upgraded AngularJS service, will be instantiated
 * as
 * needed by the AngularJS 'Injector' as
 *
 * The resulting configuration does not wire up AngularJS digest to Zone
 * 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'. The resulting configuration does not wire up AngularJS digest 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.

*/

</div>

```text
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```
AngularJS injector should have `strictDI` enabled.

```typescript
createAngularTestingModule
```

```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);
  return AngularTestingModule;
}
```

```typescript
/**
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 */

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

import * as ng from '../../../src/common/src/angular1';
import {UpgradeAppType} from '../../../src/common/src/util';

/**
 * A helper function to use when unit testing AngularJS services that depend upon downgraded Angular services.
 * This function returns an AngularJS module that is configured to wire up the AngularJS and Angular injectors without the need to actually bootstrap a hybrid application.
 * This makes it simpler and faster to unit test services.
 *
 * Use the returned AngularJS module in a call to
 *
 * `@angular.mocks.module` to include this module in the test injector.
 *
 * In the following code snippet, we are configuring the `$injector` with two modules: The AngularJS `ng1AppModule`, which is the AngularJS part of our hybrid application and the Angular `Ng2AppModule`, which is the Angular part.
 *
 * Once this is done we can get hold of services via the AngularJS `$injector` as normal.
 *
 * Services that are (or have dependencies on) a downgraded Angular service, will be instantiated as needed by the Angular root `$injector`.
 *
 * In the following code snippet, `heroesService` is a downgraded Angular service that we are accessing from AngularJS.
 *
 * The resulting configuration does not wire up AngularJS digests to Zone hooks. It is the responsibility of the test writer to call `$rootScope.$apply`, as necessary, to trigger AngularJS handlers of async events from Angular.
 *
 * Only call this helper once per spec. Do not use `createAngularJSTestingModule` in the same spec as `createAngularTestingModule`.
 *
 * Here is the example application and its unit tests that use `createAngularTestingModule` and `createAngularJSTestingModule` in the same spec as `createAngularTestingModule`.
 *
 * Only call this helper once per spec. Do not use `createAngularJSTestingModule` in the same spec as `createAngularTestingModule`.
 *
 * @param angularModules a collection of Angular modules to include in the configuration.
 * @publicApi
 */
export function createAngularJSTestingModule(angularModules: any[]): string {
  return ng.module('_$angularJSTestingModule', angularModules)
    .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
    .factory(INJECTOR_KEY, ($INJECTOR) => {
      TestBed.configureTestingModule({
        imports: angularModules,
        providers: [{provide: INJECTOR, useValue: $INJECTOR}]
      });
      return TestBed.inject(INJECTOR);
    });
}
```
ACNH::GAEG;;;"}

Found in path(s):
* /opt/ws_local/PERMITS_SQL/104774535_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.

{"version":3,"file":"upgrade.umd.js"},"sources":[
/**
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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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***************************************************************************** */

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 t;
  }
  return __assign.apply(this, arguments);
}

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

export function __param(paramIndex, decorator) {
  return function (target, key) {
    decorator(target, key, paramIndex);
If one argument is provided, then it's assumed to be the cloneAttachFn. In cloneAttachFn?: ICloneAttachFunction:
IAugmentedJQuery

export interface ICloneAttachFunction {
  (cloneAttachFn?: ICloneAttachFunction, scope: ICloneAttachFunction): any;
}

export type IAugmentedJQuery = Node[] & {
  on?: (name: string, fn: (e: any) => void) => void;
  data?: (name: string, value?: any) => any;
  text?: () => string;
  inheritedData?: (name: string, value?: any) => any;
  contents?: () => IAugmentedJQuery;
  parent?: () => IAugmentedJQuery;
  empty?: () => void;
  append?: (content: IAugmentedJQuery) => IAugmentedJQuery;
  triggerHandler?: (eventTypeOrObject: string | Event, extraParameters?: any[]) => IAugmentedJQuery;
  remove?: () => void;
}

export interface IProvider {
  $get: IInjectable;
  (provider: Ng1Token, provider: IProvider): IProvider;
  factory: (token: Ng1Token, factory: Injectable): IProvider;
  constant: (token: Ng1Token, value: any): void;
  decorator: (token: Ng1Token, factory: Injectable): void;
}

export interface IAugmentedJQuery {
  on?: (name: string, fn: () => void) => void;
  data?: (name: string, value?: any) => any;
  text?: () => string;
  inheritedData?: (name: string, value?: any) => any;
  contents?: () => IAugmentedJQuery;
  parent?: () => IAugmentedJQuery;
  empty?: () => void;
  append?: (content: IAugmentedJQuery | string) => IAugmentedJQuery;
  controller?: (name: string) => any;
  isolateScope?: () => IScope;
  injector?: () => IInjectorService;
  triggerHandler?: (eventTypeOrObject: string | Event, extraParameters?: any[]) => IAugmentedJQuery;
  remove?: () => void;
  removeData?: () => void;
}

export interface ICompilerExpression {
  (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;
  get: (key: string, value?: any): T;
  set: (key: string, value: any): void;
}

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

export interface ITemplateCacheService extends ICacheObject {}

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

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

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

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

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

export interface INgModelController {
  $render(): void;
  $isEmpty(value: any): boolean;
  $setValidity(validationErrorKey: string, isValid: boolean): void;
  $setPristine(): void;
  $setDirty(): void;
  $setUntouched(): void;
  $setTouched(): void;
  $rollbackViewValue(): void;
  $validate(): void;
  $commitViewValue(): void;
  $setViewValue(value: any, trigger: string): void;
}

export interface IAngularBootstrapConfig {
  (config: IAngularBootstrapConfig): void;
  (prefix: string, dependencies?: string[]): void;
  (module: string, strictDi: boolean): void;
  (module: Module, strictDi: boolean): void;
}

export interface INgModuleController {
  $render(): void;
  $isNotEmpty(value: any): boolean;
  $setValidity(validationErrorKey: string, isValid: boolean): void;
  $setPristine(): void;
  $setDirty(): void;
  $setUntouched(): void;
  $setTouched(): void;
  $rollbackViewValue(): void;
  $validate(): void;
  $commitViewValue(): void;
  $setViewValue(value: any, trigger: string): void;
}

export interface IAngularJSGlobal {
  $querySelector: (selector: string) => IAugmentedJQuery;
  $parse: (expr: string) => ICompiledExpression;
  $createElement: (element: Element, locals: any) => IAugmentedJQuery;
  $directive: (name: string, locals: any) => IAugmentedJQuery;
  $compile: (expr: string, locals: any) => IAugmentedJQuery;
  $compileCtrl: (name: string, locals: any) => IAugmentedJQuery;
  $parseFilter: (filter: string | Function, locals: any) => Function;
  $parseExpression: (expr: string) => Function;
  $injector: (injector: Injectable) => IInjectorService;
  $q: (callback: Function) => IPromise;
  $animate: (element: Element) => IAugmentedJQuery;
  $window: Window;
  $document: Document;
  $location: Location;
  $rootScope:rootScope;
  $templateCache: ITemplateCacheService;
  $templateRequest: ITemplateRequestService;
  $httpBackend: IHttpBackendService;
  $injector: IInjectorService;
  $interval: IIntervalService;
  $locations: ILocationService;
  $testability: ITestabilityService;
  $rootScope:rootScope;
  $injector: IInjectorService;
  $interval: IIntervalService;
  $testability: ITestabilityService;
  $rootScope:rootScope;
  $injector: IInjectorService;
  $interval: IIntervalService;
  $testability: ITestabilityService;
}

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

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

export class PropertyBinding {
  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}`;
  }
}

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 (injector has(DOWNGRADED_MODULE_COUNT_KEY) ?
$injector.get(DOWNGRADED_MODULE_COUNT_KEY) : 0;)

export function getUpgradeAppType($injector: IInjectorService):
UpgradeAppType (injector has(UPGRADE_APP_TYPE_KEY) ?
injector.get(UPGRADE_APP_TYPE_KEY) : undefined;)

export function isFunction(value: any): value is Function
{ typeof value === ‘function’;
}

export interface UpgradeAppType {
  None;
}

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

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

import {PropertyBinding} from './component_info';
import {$SCOPE} from './constants';
import {getTypeName, hookupNgModel, strictEquals} from './util';

const INITIAL_VALUE = {
  __UNINITIALIZED__: true
};

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

  constructor(
    private element: IAugmentedJQuery, private attrs: IAttributes, private scope: IScope,
    private ngModel: INgModelController, private parentInjector: Injector,
    private $injector: IInjectorService, private $compile: ICompileService,
    private wrapCallback: <T>(cb: () => T) => () => T) {
    this.componentScope = scope.$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;
    const testability = this.componentRef.injector.get(Testability, null);
    if (testability) {
      this.componentRef.injector.get(TestabilityRegistry)
        .registerApplication(this.componentRef.location.nativeElement, testability);
    }

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

  setupInputs(manuallyAttachView: boolean, propagateDigest = true): void {
    const attrs = this.attrs;
    const inputs = this.componentFactory.inputs || [];
    for (let i = 0; i < inputs.length; i++) {
      const input = new PropertyBinding(inputs[i].propName,
        inputs[i].templateName);
      let expr: string|null = null;

      if (attrs.hasOwnProperty(input.attr)) {
        const observeFn = (prop => {
          let prevValue = INITIAL_VALUE;
          return (currValue: any) => {
            // Initially, both `$observe()` and `$watch()` will call this function.
            if (!strictEquals(prevValue, currValue)) {
              if (prevValue === INITIAL_VALUE) {
                prevValue = currValue;
              }
              this.updateInput(prop, prevValue, currValue);
              prevValue = currValue;
            }
          };
        })(input.prop);
        attrs.$observe(input.attr, observeFn);

        // Use `$watch()` (in addition to `$observe()`) in order to initialize the input in time
        // for `ngOnChanges()`. This is necessary if we are already in a `$digest`,
        // which means that the `ngOnChanges()` (which is called by a watcher) will run before the `$observe()`
        // callback.
        let unwatch: Function|null = null;
        unwatchFn = this.componentScope.$watch((prop => {
          unwatch = null;
          observeFn(attrs[input.attr]);
          unwatchFn = null;
        })(input.prop));
        if (unwatchFn) {
          attrs.$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 `$digest`,
          which means that the `ngOnChanges()` (which is called by a watcher) will run before the `$observe()`
          callback.
        }
      } 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) {
        this.updateInput(input.prop, prevValue, currValue);
      }
    }
  }

  // Implement `ngOnChanges()` (when necessary)
  const detectChanges = () => this.changeDetector.detectChanges();
  // const implementOnChanges = () =>
  // this.implementsOnChanges = !!(prototype & &
if (matchesSelector(element, selector)) {
    ngContentIndices.push(i);
  }
}

ngContentIndices.sort();

if (wildcardNgContentIndex !== -1) {
  ngContentIndices.push(wildcardNgContentIndex);
}
return ngContentIndices.length ? ngContentIndices[0] : null;

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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);
    }
  }
}

/**
 * Part of the
 * library for hybrid upgrade apps that support AOT compilation
 */

if (matchesSelector(element, selector)) {
  ngContentIndices.push(i);
}
ngContentIndices.sort();

if (wildcardNgContentIndex !== -1) {
  ngContentIndices.push(wildcardNgContentIndex);
}
return ngContentIndices.length ? ngContentIndices[0] : null;

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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 {
    // 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);
    }
  }
}
(This option is only necessary when using `downgradeModule()` to downgrade more than one
Angular module.)* - `propagateDigest?`: boolean: Whether to perform [@link Change
DetectorRef#detectChanges* change detection] on the component on every
[$digest](https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$digest). If set to `false`, change detection will still be performed when any of the component's inputs changes. (Default: true)* - `returns` a factory function that can be used to register the component in an Angular module.

* - `publicApi`: boolean: Whether to export the function `downgradeComponent(info: {
  component: Type<any>; downgradedModule?: string; propagateDigest?: boolean; ***/ deprecated since v4. This parameter is no longer used */n inputs?: string[]; /** @deprecated since v4. This parameter is no longer used */n outputs?: string[]; /** @deprecated
since v4. This parameter is no longer used */n selectors?: string[]; 
`): any /* angular.IInjectable */ {

  const directiveFactory:
IAnnotatedFunction = function(n // When using `downgradeModule()`.
We need to handle certain things specially. For example:
    // 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:
true,
      require: [REQUIRE_INJECTOR, REQUIRE_NG_MODEL],

      link: (scope: IScope, element:
IAugmentedJQuery, attrs: IAttributes, required: any[]) => {
        const ngModel: INgModelController =
          required[1];
        const parentInjector: Injector|Thenable<Injector>|undefined = required[0];
        let moduleInjector: Injector|Thenable<Injector>|undefined = undefined;
        let ranAsync = false;

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

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

            const 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
current-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
parentInjectors), we bootstrap the downgraded 'NgModule' and use its injector as both
`finalModuleInjector` and `finalParentInjector`. If there is a parent component (and thus a
parentInjectors) and we are sure that it belongs to the same `NgModule` as this downgraded component (e.g. because there is only one downgraded module, we use the `parentInjectors` as both
`finalModuleInjector` and `finalParentInjector`). If there is a parent component, but it may belong to a
different `NgModule`, then we use the `parentInjectors` 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 bootstrap again). Note 2: It is possible that (while there are multiple downgraded modules) this
its parent component both belong to the same NgModule. In that case, we could have used the `parentInjector` as both parentComponent and `finalModuleInjector`, 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; const doDowngrade = (injector: Injector, moduleInjector: Injector) => {
  // Retrieve `ComponentFactoryResolver` from the injector tied to the `NgModule` this
  // component belongs to.
  const 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());
}

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: ...res$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 directiveFactory;
and that we have included this in our upgrade app:

```
@NgModule

@Example

Now we can register the `downgradeInjectable` factory function for the service on an AngularJS module:

```

When using `downgradeModule()`, downgraded injectables will not be available until the Angular module that provides them is instantiated. In order to be safe, you need to ensure that the downgraded injectables are not used anywhere outside the part of the app where it is guaranteed that their module has been instantiated.

For example, it is OK to use a downgraded service in an upgraded component that is only used from a downgraded Angular component provided by the same Angular module as the injectable, but it is _not_ OK to use it in an AngularJS component that may be used independently of Angular.

```

```
$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'); 
    } 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)); 
        } else { 
          reject(`GET component template from '${url}' returned '${status}: ${response}'`); 
        } 
      }); 
    }); 
  } else { 
    throw new Error(`Directive '${directive.name}' is not a component, it is missing template.`); 
  }
}

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

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

destroy($scope: IScope, controllerInstance?: any) {
  if (controllerInstance && isFunction(controllerInstance.$onDestroy)) {
    controllerInstance.$onDestroy();
  }
  $scope.$destroy();
  angularElement.cleanData([this.element]);
  angularElement.cleanData(this.element.querySelectorAll('*'));
}

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

    if (typeof transclude === 'object') {
      $template = []; 
      const slotMap = Object.create(null);
      const filledSlots = Object.create(null);
      Object.keys(transclude).forEach(slotName => {
        const selector = directiveNormalize(slotName.toLowerCase());
        $template.push(document.querySelector(selector)); 
        slots[slotName] = slots[slotName] || []; 
        slotMap[selector] = slotName;
        filledSlots[slotName] = null; 
      });
      if (typeof transclude === 'function') {
        $template = transclude($scope, (node: Element, cloneAttachFn) => { 
          const selector = slotMap[directiveNormalize(node.nodeName.toLowerCase())];
          filledSlots[slotName] = filledSlots[slotName] || true;
          const slots = slots[slotName] || [];
          slots.push(node);
        });
      } else {
        throw new Error('Required transclusion slot '${slotName}' on directive: '${this.name}');
      }
    }
    // 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 selected = 
      Object.keys(filledSlots).forEach(slotName => { 
        const slots = slots[slotName] || [];
        slots.push(node);
      });
      // Consider optional slots as filled. 
      // Add the matching elements into their slot.
      const selector = slotMap[directiveNormalize(node.nodeName.toLowerCase())];
      filledSlots[slotName] = filledSlots[slotName] || true;
      slots = slots[slotName] || [];
      slots.push(node);
    });
  }
}
cloneAttach (nodes, scope); // Attach "$slots" to default slot transclude fn.
attachChildrenFn.$slots = slots; // AngularJS v1.6+ ignores empty or whitespace-only transcluded text
nodes. But Angular
// removes all text content after the first interpolation and updates it later, after
// evaluating the expressions. This would result in AngularJS failing to recognize text
// nodes that start with an interpolation as transcluded content and use the fallback
// content instead.
/ To avoid this issue, we add 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).

// AngularJS v1.6+
Template.forEach(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);
  if (controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {
    Object.keys(requiredControllersMap).forEach(key => {
      controllerInstance[key] = requiredControllersMap[key];
    });
  } else if (Array.isArray(directiveRequire)) {
    return requiredControllers.map(req => this.resolveRequire(req));
  } else if (typeof directiveRequire === 'string') {
    const match = directiveRequire.match(REQUIRE_PREFIX_RE);
    const inheritType = match[1] || match[3];
    const name = directiveRequire.substring(match[0].length);
    const isOptional = !!match[2];
    const searchParents = !inheritType;
    const startOnParent = inheritType === '^^';
    const ctrlKey = ctrlKey(name);
    const elem = startOnParent ? this.$element.parent() : this.$element;
    const value = searchParents ?
      elem.inheritedData!(ctrlKey) : elem.data!(ctrlKey);
    if (!value && !isOptional) {
      throw new Error(`Unable to find required '${directiveRequire}' in upgraded directive '${this.name}':`);
    } else if (typeof value === 'object') {
      // Unrecognized 'require' syntax on upgraded directive '${this.name}':
      $require();
    } else if (isFunction(value)) {
      return getOrCall(value, ...args);
    }
  }
}

getOrCall<T>(property: T | Function, ...args: any[]): T {
  if (typeof property === 'function') {
    return property(...args);
  } else if (property instanceof Map) {
    return property.get(property.toString());
  } else if (property instanceof Set) {
    return property.has(property.toString());
  } else if (Array.isArray(property)) {
    return property.map(property => property.toString());
  } else if (typeof property === 'string') {
    return property.match(REQUIRE_PREFIX_RE); // Upgrade directive
  }
}

isMap<T>(value: SingleOrListOrMap<T>): value is {
  Object.keys(value).forEach(key => {
    if (typeof value[key] === 'object') {
      isMap(value[key]);
    }
  });
}

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

import {Directive, DoCheck, ElementRef, EventEmitter, Inject, Injector, OnChanges, OnDestroy, OnInit, SimpleChange, SimpleChanges, Type} from

'@angular/core';
import IAttributes, IDirective, IDirectivePrePost, InjectesorService, ILinkFn, IScope,
ITranscludeFunction from

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

'../common/src/constants';
import {IBindingDestination, IControllerInstance, UpgradeHelper} from

'../common/src/upgrade_helper';
CAMEL_CASE = /[A-Z]/g;

const INITIAL_VALUE = {
  __UNINITIALIZED__: true
};

const NOT_SUPPORTED: any = NOT_SUPPORTED;

export class UpgradeNg1ComponentAdapterBuilder {
  //
  // TODO(issue/24571): remove '!'.
  type !: Type<any>;
  inputs: string[] = [];
  inputsRename: string[] = []; //
  propertyMap: {} = {};
  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 {

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

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

    const context = (btcIsObject) ? this.directive !.bindToController : this.directive !.scope;

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

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

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

    this.outputsRename.push(this.name + 'Change);
    this.propertyMap.push(this.name);
  }

  /**
   * Upgrade ng1 components into Angular.
   * @param exportedComponents the upgraded components
   * @param injector the injector
   * @param $injector the injector service
   * @returns a promise containing the template
   */
  static resolve(exportedComponents: {
      [key: string]: UpgradeNg1ComponentAdapterBuilder}, $injector: IInjectorService): Promise<string[]> {
    const promises = Object.keys(exportedComponents).map(name => {
      const exportedComponent = exportedComponents[name];
      exportedComponent.directive = UpgradeHelper.getDirective($injector, name);
      exportedComponent.extractBindings();
      return Promise.resolve(UpgradeHelper.getTemplate($injector, exportedComponent.directive, true))
        .then(template => exportedComponent.template = template) as any;
    });

    return Promise.all(promises);
  }
}

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

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

    this.constructor = this.directive.controllerType;
  }

  this.controllerInstance
```typescript
const inputs = Object.keys(componentInput);
const outputs = Object.keys(componentOutput);
const propOuts = Object.keys(componentProperty);
const controllerType = this.directive.controller;
const bindToController = this.directive.bindToController;

// Instantiate controller (if not already done so)
this.controllerInstance = this.helper.buildController(controllerType, this.componentScope);

// Link to parent controller
this.controllerInstance = this.directive.parentController;

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

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

// Linking

// Linking

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

// ngDoCheck

// onDestroy
```

---

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---

```typescript
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;
```

---

```typescript
/**
 * 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. ```typescript
```
creation of AngularJS directive from Angular component

(See
UpgradeAdapter#downgradeNg2Component())

3. Bootstrapping of a hybrid Angular application which contains both of the frameworks
coexisting in a single application.

When reasoning about how a hybrid application works, it is useful to have a mental model which describes what is happening and explains what is happening at the lowest level.

There are two independent frameworks running in a single 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 AngularJS framework codebase regardless of whether they are instantiated.

Angular components always execute inside Angular framework codebase regardless of where they are instantiated.

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

An Angular component can be downgradable 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 framework.

The syntax is always that of Angular syntax.

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

The new application is running in Angular zone, and therefore it no longer needs calls to
```
```

```

```
follow Angular components do not declare how the attributes should be interpreted. In 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.

- **Supported Features**
  - Attribute: `<comp name="World">` or `<comp name="[name]">`
  - Interpolation: `<comp greeting="Hello { [name] }">`
  - Expression: `<comp [name]="[username]">`
  - Event: `<comp (close)="doSomething()">`
  - ng-model: `<comp ng-model="name">`
  - Content projection: yes

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

- **Supported Features**
  - Transclusion: yes
  - Only some of the features of AngularJS are supported:
    - `compile`: not supported because the host element is owned by Angular, which does not allow modifying DOM structure during compilation.
    - `controllerAs`: supported.
    - `controllerAs`: supported.
    - `bindToController`: supported.
    - `link`: supported.
    - `replace`: not supported.
    - `require`: supported.
    - `restrict`: must be set to 'E'.
    - `scope`: supported.
    - `template`: supported.
    - `templateUrl`: supported.
    - `transclude`: supported.
    - `transclude`: supported.

- **Supported Features**
  - `replace`: not supported.
  - `require`: supported.
  - `restrict`: must be set to 'E'.
  - `scope`: supported.
  - `template`: supported.
  - `templateUrl`: supported.
  - `transclude`: supported.

- **Supported Features**
  - `controllerAs`: supported.
  - `controllerAs`: supported.
  - `link`: supported.

- **Supported Features**
  - `replace`: not supported.
  - `require`: supported.
  - `restrict`: must be set to 'E'.
  - `scope`: supported.
  - `template`: supported.
  - `templateUrl`: supported.
  - `transclude`: supported.

- **Supported Features**
  - `controllerAs`: supported.
  - `controllerAs`: supported.
  - `link`: supported.

- **Supported Features**
  - `replace`: not supported.
  - `require`: supported.
  - `restrict`: must be set to 'E'.
  - `scope`: supported.
  - `template`: supported.
  - `templateUrl`: supported.
  - `transclude`: supported.

To use the `UpgradeAdapter` in your AngularJS code, you can register it with your AngularJS testing injector using the `hasOwnProperty` method to check if the adapter has been upgraded. If it has, you can register the adapter's AngularJS upgrade module for unit testing. If not, you can load the upgrade module into the AngularJS testing injector. This is useful when testing AngularJS components that are upgraded using the `UpgradeAdapter`. When testing AngularJS components that are not upgraded, you can use the `UpgradeAdapter` with or without the `upgradeNg1Component` method.
upgrade/downgrade components and services

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

`**@Component({
  selector: 'ng2',
  inputs: ['name'],
  template: 'ng2[<ng1 [title]="name">transclude</ng1>](<ng-content></ng-content>)'
})
class Ng2 {
  /* */
}
``
Open Source Used In MSX SD-Branch Service Pack 4.0.0

```typescript
import { resolveForwardRef } from this.ng2AppModule;

platformRef
  .bootstrapModule(this.DynamicNgUpgradeModule, [this.compilerOptions!,
    { ngZone: this.ngZone }])
  .then(() => {
    this.moduleRef = ref;
    this.ng2BootstrapDeferred.resolve(ng1Injector);
  })
  .catch((e) =>
    this.ng2BootstrapDeferred.reject(e));

return ng1Module;
```

/**
 * Synchronous promise-like object to wrap parent injectors, * to preserve the synchronous nature of AngularJS's $compile.
 */

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

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

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

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

    // reset the element data to point to the real injector
    this.element.data(controllerKey(INJECTOR_KEY), injector);
    // clean out the element to prevent memory leaks
    this.element = null !;
    this.ng1Module = null !;
    this.ng1RootScope.$digest();

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

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

/**
 * @module
 * @description
 * Entry point 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.

```
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Open Source Used In MSX SD-Branch Service Pack 4.0.0
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

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

{"version":3,"file":"static.js","sources":
"/**
 * @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 {
  // Older versions of `@types/angular` typings extend the global `Function` interface with
  // `$inject?: string[]`, which is not compatible with `$inject?:
  // ReadonlyArray<string>` (used in
  // latest versions).
  $inject?: Function extends{[$inject?: string[]]}?;
Ng1Token[]]: ReadonlyArray<Ng1Token>;
export type Injectable = (Ng1Token | (Function))[] | IAnnotatedFunction;
export type SingleOrListOrMap<T> = T | T[] | { [key: string]: T; };
export interface IModule {
  name: string;
  requires: (string|Injectable)[];
  config(fn: Injectable): IModule;
  directive(selector: string, factory: Injectable): IModule;
  component(selector: string, component: IComponent): IModule;
  controller(name: string, type: Injectable): IModule;
  factory(key: Ng1Token, factory: Injectable): IModule;
  value(key: Ng1Token, value: any): IModule;
  constant(token: Ng1Token, value: any): IModule;
  run(a: Injectable): IModule;
  exportInterceptedService {
    element: Element|NodeList|Node[];
    string, transclude?: Function;
    ILINKFn: IModule;
    inject Interceptor: (scope: IScope, cloneAttachFn?: IAugmentedJQuery $Slos: []): [slotName: string];
    ILINKFn: IModule;
    export Interceptor Options: ([key: string]: any[]) futureParentElement?: Node; export interface IRootScopeService {
    $new(isolate?: boolean): IScope;
    $id: string;
    $parent: IScope;
    $root: IScope;
    $watch(exp: Ng1Expression, fn?: (a1?: any, a2?: any) => void): Function;
    $on(event: string, fn?: (event?: any, ...args: any[]) => void): Function;
    $destroy(): any;
    $apply(exp?: Ng1Expression): any;
    $digest(): void;
    $evalAsync(exp: Ng1Expression, $locals?: any): void;
    $on(event: string, fn?: (event?: any, ...args: any[]) => void): Function;
    $scope: boolean|any[];
    $bindToController?: boolean; [key: string: string][] link?: IDirectiveIFn; IDirectivePost; name?: string;
    priority?: number; replacement: boolean; require?: DirectiveRequireProperty; restrict?: string;
    scope: boolean; [key: string]; template: string; templateFunction: string; templateUrl: string; templateFunction:
    ICompileService;
    templateNamespace: string;
    terminal?: boolean;
    transclude?: DirectiveTranscludeProperty;
    export type DirectiveRequireProperty = SingleOrListOrMap<string>;
    export type DirectiveTranscludeProperty = boolean | 'element' | {
      [key: string]: string;
    };
    export interface IDirectiveCompileFn {
      (templateElement: IDirectivePrePost, templateAttributes: IDirectivePrePost): IDirectivePrePost;
      (scope: IScope, instanceElement: IDirectivePrePost): void;
      (cloneAttachFn: IDirectivePrePost): IDirectivePrePost;
      (pre?: IDirectivePrePost, post?: IDirectivePrePost): IDirectivePrePost;
      export interface IDirectivePrePost {
        $new(isolate?: boolean): IScope;
        $id: string;
        $parent: IScope;
        $root: IScope;
        $watch(...): void;
        $on(...): void;
        $destroy(): any;
        $apply(...): any;
        $digest(): any;
        $evalAsync(...): void;
        $on(...): Function;
        $scope: boolean|any[];
        $bindToController?: boolean; [key: string: string][] link?: IDirectiveIFn; IDirectivePost; name?: string;
        priority?: number; replacement: boolean; require?: DirectiveRequireProperty; restrict?: string;
        scope: boolean; [key: string]; template: string; templateFunction: string; templateUrl: string; templateFunction:
        IDirectivePrePost; name?: IDirectivePrePost; post?: IDirectivePrePost; IDirectivePrePost; name?: IDirectivePrePost; post?: IDirectivePrePost;
        export interface IDirectivePrePost {
          $new(isolate?: boolean): IScope;
          $id: string;
          $parent: IScope;
          $root: IScope;
          $watch(...): void;
          $on(...): void;
          $destroy(): any;
          $apply(...): any;
          $digest(): any;
          $evalAsync(...): void;
          $on(...): Function;
          $scope: boolean|any[];
          $bindToController?: boolean; [key: string: string][] link?: IDirectiveIFn; IDirectivePost; name?: string;
          priority?: number; replacement: boolean; require?: DirectiveRequireProperty; restrict?: string;
          scope: boolean; [key: string]; template: string; templateFunction: string; templateUrl: string; templateFunction:
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 $$TESTABILITY = '$$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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 */

/**
 * 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}`;
  }
}

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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('
')[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) : undefined;
}

export function validateInjectionKey($injector: IInjectorService,(downgradedModule: string, injectionKey: string, attemptedAction: string): void {
  const upgradeAppType = getUpgradeAppType($injector);
  const downgradedModuleCount = getDowngradedModuleCount($injector);

  // Check for common errors.
  switch (upgradeAppType) {
    case UpgradeAppType.Dynamic:
      if (downgradedModule) {
        throw new Error('Error while ' + attemptedAction + ': ' + $injector.name + ' unexpectedly specified.\n' + 'You should not specify a value for ' + $injector.name + ', unless you are downgrading ' + $injector.name + ' more than one Angular module (via ' + $injector.name + ')).\n' + break;
      case UpgradeAppType.Lite:
        if (!downgradedModule &&

open text
return compiledProjectableNodes;

createComponent(projectableNodes: Node[][]) {
  const providers: StaticProvider[] = [[provide: SSCope, 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;

  const componentRef = this.componentRef.instance;

  // testability hook is commonly added during component bootstrap in
  // packages/core/src/application_ref/bootstrap().
  // in downgraded application, component creation will take place here as well as adding the
  // testability hook.

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

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

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

  for (let i = 0; i < inputs.length; i++) {
    const input = new PropertyBinding(inputs[i].propName, inputs[i].templateName);
    let expr: string|null = null;

    if (attrs.hasOwnProperty(input.attr)) {
      const observeFn = prop => {
        let prevValue = INITIAL_VALUE;
        return (currValue: any) => {
          // Initially, both `$observe()` and `$watch()` will call this function.
          if (!strictEquals(prevValue, currValue)) {
            if (prevValue === INITIAL_VALUE) {
              prevValue = currValue;
            }
          } else {
            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 `this.componentRef` (which is called by a watcher) will run before the `$observe()`
      // callback.
      let unwatch: Function|null = this.componentScope.$watch(() => {
        unwatch !();
      });
      unwatch = null;

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

    } else if (attrs.hasOwnProperty(input.bindAttr)) {
      expr = attrs[input.bindAttr];
    } else if (attrs.hasOwnProperty(input.bracketAttr)) {
      expr = attrs[input.bracketAttr];
    } else if (attrs.hasOwnProperty(input.bindonAttr)) {
      expr = attrs[input.bindonAttr];
    } else if (attrs.hasOwnProperty(input.bracketParenAttr)) {
      expr = attrs[input.bracketParenAttr];
    }

    if (expr != null) {
      const watchFn =
        (prop => (currValue: any, prevValue: any) =>
          this.updateInput(prop, prevValue, currValue))(input.prop);
      this.componentScope.$watch(expr, watchFn);
    }

    // Invoke `ngOnChanges()` and Change Detection (when necessary)
    if (this.implementsOnChanges) {
      this.componentScope.$watch(() => this.inputChangeCount,
        this.wrapCallback(() => {
          // Invoke `ngOnChanges()`
          if (this.implementsOnChanges) {
            this.componentScope.$watch(() => {
              // If not opted out of propagating digests, invoke change detection
              if (propagateDigest) {
                this.changeDetector.detectChanges();
              }
            });
            this.changeDetector.detectChanges();
          }
        }));
    }
  }
}

setupOutputs() {
  const attrs = this.attrs;
  const outputs = this.componentFactory.outputs || [];

  for (let j = 0; j < outputs.length; j++) {
    const output = new PropertyBinding(outputs[j].propName, outputs[j].templateName);
    this.updateOutput(output.propName, output.templateName, output);
  }
}

hookupNgModel(this.ngModel, this.component);

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

// 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.

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); 
}

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

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

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

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

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

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

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

/**
 * Group a set of DOM nodes into `ngContent` groups, based on the given content selectors.
 */
export function groupNodesBySelector(ngContentSelectors: string[], nodes: Node[]): Node[][] {
  const projectableNodes: Node[][] = 
    ngContentSelectors.length; 
  const ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors);
    if (ngContentIndex != null) {
      projectableNodes[ngContentIndex].push(node);
    }
}

function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number|null {
  const ngContentIndices: number[] = 
    ngContentSelectors.length; 
  let wildcardNgContentIndex: number = -1;
  for (let i = 0; i < ngContentSelectors.length; i++) {
    if (selector === '*') {
      wildcardNgContentIndex = i;
    } else {
      if (matchesSelector(element, selector)) {
        ngContentIndices.push(i);
      }
    }
  }
  ngContentIndices.sort();

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

  ngContentIndices.sort(sortFn); 
  return ngContentIndices; 
}

function* findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): Generator<
  Node[], boolean> {
  let wildcardNgContentIndex = -1;
  for (let i = 0; i < ngContentSelectors.length; i++) {
    if (matchesSelector(element, ngContentSelectors[i])) {
      wildcardNgContentIndex = i;
    }
  }
  return wildcardNgContentIndex !== -1; 
}

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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)[] = 
    let ngContentSelectors = this.componentFactory.ngContentSelectors; 
    return groupNodesBySelector(ngContentSelectors, this.element.contents());
}

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

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

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import {ɵinmat} from '../util';

/node/node

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import {ɵinmat} from '../util';

/node/node

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```javascript
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)

    // Run the queued callbacks.
  this.callbacks.forEach(callback => callback(value));
  this.callbacks.length = 0;
}

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

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 */

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

import {IAnnotatedFunction, IAttributes, IAugmentedJQuery, ICompileService, IDirective, InjectorService, 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 that we
 * can use to
define the AngularJS directive that wraps the "downgraded" 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()`. It is the module, whose
 *   corresponding Angular module will be bootstrapped, when the component needs to be instantiated.
 *   (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 or
 *   every
 *   [Upgrade
guide](https://docs.angularjs.org/api/upgrade#propagateDigest): boolean
 *   Whether to perform change detection on the component or every
 *   component
 *   on every
 *   [Upgrade
guide](https://docs.angularjs.org/api/upgrade#change-detection)

 * @returns a factory function that can be used to register
 * an AngularJS wrapper directive for
 * a component.

 * @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, $parse:
      IParseService): IDirective {
      return
        // When using `downgradeModule()`, we need to handle certain things specially. For
        example:
        // - We always need to attach the component view to the `ApplicationRef` for it to be
        //   dirty-
        checked.
        // - We need to ensure callbacks to Angular APIs (e.g. change detection) are run inside the
        //   Angular zone.
        // NOTE: This is not needed, when using `UpgradeModule`, because `#digest()` will be run
    }
```
inside the Angular zone (except if explicitly escaped, in which case we shouldn't force it back in).\n\nconst isNgUpgradeLite = getUpgradeAppType($injector) === UpgradeAppType.Lite;\nconst wrapCallback: <T>(cb: () => T) => typeof cb =\n    isNgUpgradeLite ? cb : cb => cb => () => \nNgZone.isInAngularZone() ? cb() : ngZone.run(cb);\n
throw new Error(`Expecting ComponentFactory for: ${getTypeName(info.component)}`);

const injectorPromise = new ParentInjectorPromise(element);
const facade = new DowngradeComponentAdapter(element, attrs, scope, ngModel, injector, Scompile, SParse, componentFactory, wrapCallback);
const projectableNodes = facade.compileContents();
facade.createComponent(projectableNodes);
facade.setupInputs(isNgUpgradeLite, info.propagateDigest);
facade.setupOutputs();
facade.registerCleanup();
injectorPromise.resolve(facade.getInjector());

if (ranAsync) {
  // If this is run async, it is possible that it is not run inside a
  // digest and initial input values will not be detected.
  scope.$evalAsync(() => {});
}

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

private injectorKey: string = controllerKey(INJECTOR_KEY);
constructor(private element: IAugmentedJQuery) {
  super();
  // Store the promise on the element.
  element.data !(this.injectorKey, this);

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

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

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

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}
injectable.<br />

```typescript
* (This option is only necessary when using `downgradeModule()` to downgrade more than one Angular <br />

### downgradeInjectable(token: any, downgradedModule: string = ""):
```}

```typescript
*

** Entry point for all public APIs of the common package.

```
isFunction} from '.././src/common/src/util';

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

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

let moduleUid = 0;

/**
 * @description

 * A helper function for creating an AngularJS module that can bootstrap an Angular module
 * possibly lazily when a [link downgradeComponent downgrade component] needs to be instantiated.
 * Part of the [upgrade/static](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 an

 *   - `NgModuleRef`. The function is called with an array of extra [link StaticProvider Providers]

 *   that are expected to be available from the returned `NgModuleRef`

 * 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.

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

 *    [$digest()](https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$digest) when changes are detected in the

 *    Angular part of the application.

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

 * on the other side, does not try to tie the two change detection systems as tightly, restricting the explicit change
detection runs only to cases where it knows it is necessary (e.g. when the inputs of a downgraded component

 * This improves performance, especially in change-detection-heavy applications, but leaves it up to the
developer to manually notify each framework as needed.

 * For a more detailed discussion of the differences and their implications, see

 * [Upgrading for Performance](guide/upgrade-performance).

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

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

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

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

 * ` NgZone.run(...)`

 * Things to keep in mind when 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/injectable needs to be instantiated.

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

 * - If you want some injectables to be shared among all downgraded modules, you can provide them as

 *   - `StaticProvider`s, when creating the `PlatformRef` (e.g. via `platformBrowser` or

 *     `platformBrowserDynamic`).

 * When using ` PlatformRef#bootstrapModule `bootstrapModule()`

*
or

```typescript
or

```
Object.keys(slots).filter(slotName => slots[slotName]).forEach(slotName => {\n
const nodes =
slots[slotName];\n
slots[slotName] = (scope: IScope, cloneAttach: ICloneAttachFunction) => {\n
return
cloneAttach !(nodes, scope);\n
};\n
});\n
}\n\n
// Attach `$$slots` to default slot transclude fn.\n
attachChildrenFn.$$slots = slots;\n\n
// AngularJS v1.6+ ignores empty or whitespace-only transcluded text
nodes. But Angular\n
// removes all text content after the first interpolation and updates it later, after\n
//
evaluating the expressions. This would result in AngularJS failing to recognize text\n
// nodes that start with an
interpolation as transcluded content and use the fallback\n
// content instead.\n
// To avoid this issue, we add
a\n
// [zero-width non-joiner character](https://en.wikipedia.org/wiki/Zero-width_non-joiner)\n
// to empty
text nodes (which can only be a result of Angular removing their initial content).\n
// NOTE: Transcluded text
content that starts with whitespace followed by an interpolation\n
//
will still fail to be detected by AngularJS
v1.6+\n
$template.forEach(node => {\n
if (node.nodeType === Node.TEXT_NODE && !node.nodeValue)
{\n
node.nodeValue = '\\u200C';\n
}\n
});\n }\n\n return attachChildrenFn;\n }\n\n
resolveAndBindRequiredControllers(controllerInstance: IControllerInstance|null) {\n const directiveRequire =
this.getDirectiveRequire();\n const requiredControllers = this.resolveRequire(directiveRequire);\n\n if
(controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {\n
const
requiredControllersMap = requiredControllers as{[key: string]: IControllerInstance};\n
Object.keys(requiredControllersMap).forEach(key => {\n
controllerInstance[key] =
requiredControllersMap[key];\n
});\n }\n\n return requiredControllers;\n }\n\n private compileHtml(html:
string): ILinkFn {\n this.element.innerHTML = html;\n return this.$compile(this.element.childNodes);\n }\n\n
private extractChildNodes(): Node[] {\n const childNodes: Node[] = [];\n let childNode: Node|null;\n\n while
(childNode = this.element.firstChild) {\n
this.element.removeChild(childNode);\n
childNodes.push(childNode);\n }\n\n return childNodes;\n }\n\n private getDirectiveRequire():
DirectiveRequireProperty {\n const require = this.directive.require || (this.directive.controller &&
this.directive.name) !;\n\n if (isMap(require)) {\n
Object.keys(require).forEach(key => {\n
const value =
require[key];\n
const match = value.match(REQUIRE_PREFIX_RE) !;\n
const name =
value.substring(match[0].length);\n\n
if (!name) {\n
require[key] = match[0] + key;\n
}\n
});\n
}\n\n return require;\n }\n\n private resolveRequire(require: DirectiveRequireProperty, controllerInstance?:
any):\n SingleOrListOrMap<IControllerInstance>|null {\n if (!require) {\n
return null;\n } else if
(Array.isArray(require)) {\n
return require.map(req => this.resolveRequire(req));\n } else if (typeof require
=== 'object') {\n
const value: {[key: string]: IControllerInstance} = {};\n
Object.keys(require).forEach(key =>
value[key] = this.resolveRequire(require[key]) !);\n
return value;\n } else if (typeof require === 'string') {\n
const match = require.match(REQUIRE_PREFIX_RE) !;\n
const inheritType = match[1] || match[3];\n\n
const name = require.substring(match[0].length);\n
const isOptional = !!match[2];\n
const searchParents =
!!inheritType;\n
const startOnParent = inheritType === '^^';\n\n
const ctrlKey = controllerKey(name);\n
const elem = startOnParent ? this.$element.parent !() : this.$element;\n
const value = searchParents ?
elem.inheritedData !(ctrlKey) : elem.data !(ctrlKey);\n\n
if (!value && !isOptional) {\n
throw new Error(\n
`Unable to find required '${require}' in upgraded directive '${this.name}'.`);\n
}\n\n
return value;\n }
else {\n
throw new Error(\n
`Unrecognized 'require' syntax on upgraded directive '${this.name}':
${require}`);\n }\n }\n}\n\nfunction getOrCall<T>(property: T | Function, ...args: any[]): T {\n return
isFunction(property) ? property(...args) : property;\n}\n\n// NOTE: Only works for `typeof T !== 'object'`.\nfunction
isMap<T>(value: SingleOrListOrMap<T>): value is {[key: string]: T} {\n return value && !Array.isArray(value)
&& typeof value === 'object';\n}\n\nfunction notSupported(name: string, feature: string) {\n throw new
Error(`Upgraded directive '${name}' contains unsupported feature: '${feature}'.`);\n}\n","/**\n * @license\n *
Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {DoCheck, ElementRef,
EventEmitter, Injector, OnChanges, OnDestroy, OnInit, SimpleChanges, ÉµlooseIdentical as looseIdentical} from
'@angular/core';\n\nimport {IAttributes, IAugmentedJQuery, IDirective, IDirectivePrePost, IInjectorService,
ILinkFn, IScope, ITranscludeFunction} from '../../src/common/src/angular1';\nimport {$SCOPE} from

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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.
 *
 * *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 inside Angular templates:

 * We must create a `Directive` that will make this AngularJS component
 * available inside Angular templates:

 * In this example you can see that we must derive from the `UpgradeComponent` base class but also provide an
 * {link Directive `@Directive`} decorator. This is because the AOT compiler requires that this information is staticall available within component time.

 * Note that we must do the following:
 * * specify the directive's selector (`ng1-hero`) specify all inputs and outputs that the AngularJS component expects
 * * derive from `UpgradeComponent` call the base class from
 * * the `ElementRef` and
 * * the AngularJS name of the component (`ng1Hero`) the `ElementRef` and
 * * the `Injector` for the component wrapper
 * * acquire from Angular by dependency injection into the base class constructor.

 * constructor(private injector: IInjectorService, private element: ElementRef) {
    this.helper = new UpgradeHelper(injector, name, element);
    this.$injector = this.helper.$injector;
    this.element = this.helper.element;
    this.$element = this.helper.$element;
    this.directive = this.helper.directive;
    this.bindings = this.initializeBindings(this.directive);
    this.$componentScope = $parentScope.$new(!!this.directive.scope);
    this.initializeOutputs();
    // TODO(issue/24571): remove `!`. private pendingChanges !: SimpleChanges | null;
    // TODO(issue/24571): remove `!`. private unregisterDoCheckWatcher !: Function;
    // TODO(issue/24571): remove `!`. Create a new `UpgradeComponent` instance. You should not normally need to do this.
    // Instead you should derive a new class from this one and call the super constructor.
    // from the base class.
    // [ @example upgrade/static/ts/full/module.ts region="ng1-hero-wrappert"]
    this.controllerInstance !: IControllerInstance;
    this.bindingDestination !: IBindingDestination;
    this.pendingChanges !:
    this.unregisterDoCheckWatcher !: Function;
    // We ask for the AngularJS scope from the Angular injector, since
    // we will put the new component scope onto the new injector for each component
    const $componentScope: IScope = null;
    const $parentScope = injector.get($SCOPE);
    // QUESTION 1: Should we create an isolated scope if the scope is only
    // QUESTION 2: Should we make the scope accessible through `秀丽.scopes/isolateScope`?
    this.$componentScope = $parentScope.$new(!!this.directive.scope);
    this.initializeOutputs();
    this.ngOnInit() {
      const controllerType = this.directive.controller;
      const bindToController = this.directive.bindToController;
      // We ask for the AngularJS scope from the Angular injector, since
      // we will put the new component scope onto the new injector for each component
      // const $parentScope = injector.get($SCOPE);
      // QUESTION 1: Should we create an isolated scope if the scope is only
      // QUESTION 2: Should we make the scope accessible through `秀丽.scopes/isolateScope`?
      this.$componentScope = $parentScope.$new(!!this.directive.scope);
      this.initializeOutputs();
      // Collect contents, insert and compile template
      const attachChildNodes: ILinkFn|undefined = this.helper.prepareTransclusion();
      const linkFn = this.helper.compileTemplate();
      // Instantiate controller
      if (controllerType) {
        this.controllerInstance = this.helper.buildController(controllerType,
        this.$componentScope);
      } else if (bindToController) {
        // throw new Error('Upgraded directive
        // cannot specify `bindToController` but no controller.');
        // Set up outputs
        this.bindDestination = bindToController ? this.controllerInstance : this.$componentScope;
        // Require other controllers
        const requiredControllers = null
      }
    }
  }
}

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

  }

  ngOnChanges(changes: SimpleChanges) {
    if (!this.bindingDestination) {
      this.pendingChanges = changes;
    } else {
      this.forwardChanges(changes);
    }
  }

  ngDoCheck() {
    const twoWayBoundProperties = this.bindings.twoWayBoundProperties;
    const twoWayBoundLastValues = this.bindings.twoWayBoundLastValues;
    const propertyToOutputMap = this.bindings.propertyToOutputMap;
    const twoWayBoundPropertiesForEach = (propName, idx) => {
      const newValue = this.bindingDestination[propName];
      const oldValue = twoWayBoundLastValues[idx];
      const eventEmitter: EventEmitter<any> = (this as any)[propName + 'Change'];
      eventEmitter.emit(newValue);
      twoWayBoundLastValues[idx] = newValue;
    }
    if (isFunction(this.unregisterDoCheckWatcher)) {
      this.unregisterDoCheckWatcher();
    }
  }

  ngOnDestroy() {
    if (isFunction(this.unregisterDoCheckWatcher)) {
      this.unregisterDoCheckWatcher();
    }
  }

  private initializeBindings(directive: IDirective) {
    const btcIsObject = typeof directive.bindToController === 'object';
    if (btcIsObject && Object.keys(directive.scope).length) {
      throw new Error(`Binding definitions on scope and controller at the same time is not supported.`);
    }

    const context = btcIsObject ? directive.bindToController : directive.scope;
    const bindings = new Bindings();

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


        switch (bindingType) {
          case '@':
          case '<':
            // We don't need to do anything special. They will be defined as inputs on the upgraded component facade and the change propagation will be handled by
            break;
          case '=':
            bindings.propertyToOutputMap[propName] = propName;
            break;
          case '&':
            bindings.expressionBoundProperties.push(propName);
            bindings.propertyToOutputMap[propName] = propName;
            break;
        }
      });
    }

    bindings.twoWayBoundProperties.push(propName);
    bindings.twoWayBoundLastValues.push(INITIAL_VALUE);
    bindings.propertyToOutputMap[propName] = propName + 'Change';
    bindings.propertyToOutputMap[propName] = propName;
    bindings.expressionBoundProperties.push(propName);
    bindings.propertyToOutputMap[propName] = propName;
    bindings.propertyToOutputMap[propName] = propName;
  }

  private bindOutputs() {
    bindings.expressionBoundProperties.forEach(propName => {
      const emitter = (this as any)[propName];
      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] =
  }

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changes[ propName]. currentValue); 
  if (isFunction( this.bindingDestination.$ onChanges)) {
    if (this.bindingDestination.$ onChanges( changes )); 
    } 
  } 
  } 

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

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

import { Injector, 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, $provide, $injector, $provide, 

LAZY_MODULE_REF, UPGRADE_APP_TYPE_KEY, UPGRADE_MODULE_NAME } from 

import {LazyModuleRef, UpgradeAppType, controllerKey} from 


/**
 * @description
 *
 * An `NgModule`, which you import to provide angularJS core services, 
 * and has an instance method used to bootstrap the hybrid upgrade application.
 *
 * Part of the `upgrade/static` library for hybrid upgrade apps that support AOT compilation.
 * The `upgrade/static` package contains helpers that allow AngularJS and Angular components 
 * to be used together inside a hybrid upgrade application, which supports AOT compilation.
 * Specifically, the classes and functions in the `upgrade/static` module allow the following:
 * 1. Creation of an Angular directive that wraps and exposes an AngularJS component so that it can be used in an Angular template. See `UpgradeComponent`.
 * 2. Creation of an AngularJS directive that wraps and exposes an Angular component so that it can be used in an AngularJS template. See `downgradeComponent`.
 * 3. Creation of an Angular root injector provider that wraps and exposes an angularJS service so that it can be injected into an Angular context. See 
 * 4. Creation of an AngularJS service that wraps and exposes an AngularJS service. See `upgrade/static`.
 * 5. An AngularJS component can be "upgraded" to an Angular component. This is achieved by
 * defining an Angular directive, which bootsraps the AngularJS component at its location in the DOM. See `UpgradeComponent`.
 * 6. An Angular component can be "downgraded" to an AngularJS component. This is achieved by
 * defining an AngularJS directive, which bootsraps the Angular component at its location in the DOM. See `downgradeComponent`.
 * 7. Whenever an "upgraded"/"downgraded" component is instantiated, the host element is owned by 
 * the framework doing the instantiation. The other framework then instantiates and owns the view for that component. This implies that the component bindings will always follow the semantics of the framework doing the instantiation.
 * 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 has an instance method used to bootstrap the hybrid upgrade application.
 */

import {UpgradeModule} from '@angular/upgrade/static';

import {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.

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 element. DOM elements and ignores others.

AngularJS 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 bootsraps 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 bootsraps 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 framework doing the instantiation.

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

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

Angular is bootstrapped first; AngularJS is bootstrapped second. AngularJS always owns the root component of the application. The new application is running in an Angular zone, and therefore it no longer needs calls to `$$apply()`. 

The `UpgradeModule` class has an instance method used to bootstrap the hybrid upgrade application.
services

* Importing this `NgModule` will add providers for the core
* [AngularJS services](https://docs.angularjs.org/api/ng/service) to the root injector.

* Bootstrap

* The runtime instance of this class contains a `NgModule` method, which you use to bootstrap the top level AngularJS module onto an element in the DOM. It also contains properties to access the root injector, the `upgrade` `NgZone` and the

* [AngularJS $injector](https://docs.angularjs.org/api/auto/service/$injector).

* `bootstrap()` method.

* Finally, kick off the whole process, by bootstrapping your top level Angular `NgModule` service.

* There is no specific API for upgrading an AngularJS service. Instead you should just follow the following recipe:

* Let's say you have an AngularJS service

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

* Then you can use the `UpgradeModule` service by injecting it into an Angular component.

### Examples

* Import the `UpgradeModule` into your top level `NgModule`.

* Then inject `UpgradeModule` into your Angular module and use it to bootstrap the top level

* ### Upgrading an AngularJS service

* There is no specific API for upgrading an AngularJS service. Instead you should just follow the

* Following recipe:

* Let's say you have an AngularJS service

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

* Then you can use the `UpgradeModule` service by injecting it into an Angular component.

* There is no specific API for upgrading an AngularJS service. Instead you should just follow the

* Following recipe:

* Let's say you have an AngularJS service

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

* Then you can use the `UpgradeModule` service by injecting it into an Angular component.
count?: number, invokeApply?: boolean,
                           ...pass: any[]) => {
                            return
this.ngZone.runOutsideAngular(() => {
                              return intervalDelegate((...args: any[]) => {

                                // Run callback in the next VM turn - $interval calls
                                // $rootScope.$apply, and running
                                // the callback in NgZone will
                                // cause a '$digest already in progress' error if it's in the
                                // same vm turn.
                                const interval = setTimeout(() => { this.ngZone.run(() => fn(...args)); }, delay);
                                return intervalDelegate((...args: any[]) => {
                                  return wrappedInterval as any
                                })(wrappedInterval as any)[cancel] = intervalDelegate.cancel;
                              })
                            });
                          };

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

                      setTempInjectorRef($injector);
                      this.injector.get($INJECTOR);
                      // Put the injector on
                      // the DOM, so that it can be \required\n                      angularElement(element).data

                      !(controllerKey(INJECTOR_KEY), this.injector);\n                      // Wire up the ng1 injector provider\n                      // with the ng1 rootScope to run a digest cycle
                      // whenever the zone settles\n                      // We need to do this in the next tick so that we don't prevent the bootup\n                      // stabilizing\n                      setTimeout(() => { \n                        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.');\n                        }
                        return $rootScope.$evalAsync();\n                      }, 0);
                      \n                      const upgradeModule = angularModule(UPGRADE_MODULE_NAME,
                      [INIT_MODULE_NAME].concat(modules));\n                      // Make sure resumeBootstrap() only exists if the current
                      bootstrap is deferred\n                      const windowAngular = (window as any)['angular'];\n                      windowAngular.resumeBootstrap = undefined;\n                      // Bootstrap the AngularJS application inside our zone\n                      this.ngZone.run(() => {\n                        const $rootScope = windowAngular.$injector.get('$rootScope');\n                        const subscription = this.ngZone.onMicrotaskEmpty.subscribe(() => {
                          if ($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.');\n                            }
                            return $rootScope.$evalAsync();\n                          }
                          return $rootScope.$digest();\n                        });\n                        $rootScope.$on('$destroy', () => { subscription.unsubscribe(); });\n                        return $rootScope.$destroy();\n                      }, 0);
                      \n                      // Patch resumeBootstrap() to run inside the ngZone
                      if (windowAngular.resumeBootstrap) {
                        const originalResumeBootstrap: () => void = windowAngular.resumeBootstrap;
                        const ngZone = this.ngZone;
                        windowAngular.resumeBootstrap = function() {
                          let args = arguments;
                          windowAngular.resumeBootstrap = originalResumeBootstrap;
                          return ngZone.run(() => windowAngular.resumeBootstrap.apply(this, args));\n                        };
                      }
                      Generated bundle index. Do not edit.\n                      */\n                      export * from './index';\n                      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';\n"}";
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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 t;
    }
    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), 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); }, function (resolve, reject) { reject(result.value); }); }
        step((generator = generator.apply(thisArg, _arguments || [])).next());
    });
}

export function __generator(thisArg, body) {
    var r = [], i, a, prev, send, next, step, kind, f, kind2, f2, body_, innerGenerator = thisArg, innerThis = this;
    function innerFunction() {
        if (prev === undefined || prev.value === undefined || prev.value === "throw") throw prev.value;
        return next && ((prev = prev.value) = next.value, kind2 = next.kind, f2 = kind2 === "normal" ? body : kind2 === "throw" ? body_ = body, f2.call(thisArg))
            || (prev = "return", kind = kind2 === "normal" ? body : kind2 === "throw" ? body_ = body, f.call(thisArg))
            || (prev = "throw", kind = kind2 === "normal" ? body : kind2 === "throw" ? body_ = body, f.call(thisArg))
            || (prev = "return", kind = kind2 === "normal" ? body : kind2 === "throw" ? body_ = body, f.call(thisArg));
    }
    return innerFunction;
}
```

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Function;\n\nexport interface IAnnotatedFunction extends Function {\n  // Older versions of '@types/angular' typings extend the global 'Function' interface within / 'Sinject?: string[]', which is not compatible with 'Sinject?: ReadonlyArray<string>' (used in // latest versions).\n  Sinject?: Function extends{Sinject?: string[]}?\n  Ng1Token[]: ReadonlyArray<Ng1Token>;\n}\n\nexport type Injectable = (Ng1Token | Function)[]\n\nIAnnotatedFunction;\n\nexport type SingleOrListOrMap<T> = T | T[] | {[key: string]: T};\n\nexport interface IModule {\n  name: string;\n  requires: (string[]|Injectable)[];\n  config(fn: Injectable): IModule;\n  directvie(selector: string, factory: Injectable): IModule;\n  component(selector: string, component: IComponent): IModule;\n  controller(name: string, type: Injectable): IModule;\n  value(key: Ng1Token, value: any): IModule;\n  constant(token: Ng1Token, value: any): IModule;\n  run(a: Injectable): IModule;\n  \n}\n\nexport interface IModule {\n  \n}\n\nexport interface ICompileService {\n  \n}\n\nexport interface ILinkFn {\n  \n}\n\nexport interface ILinkFnOptions {\n  \n}\n\nexport interface IRootScopeService {\n  \n}\n\nexport interface IDirective {\n  \n}
interface IParseService { (expression: string): ICompiledExpression; }
export interface ICompiledExpression {
  (context: any, locals: any): any;
  assign?: (context: any, value: any) => any;
}

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

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

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

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

export interface ITemplateCacheService extends ICacheObject {}

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

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

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

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

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

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

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

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

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

/**
 * @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 bootstrap: typeof angular.bootstrap = (e, modules, config?) =>
    angular.bootstrap(e, modules, config);

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

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

export const $COMPILE = '$compile';
$CONTROLLER = 'Controller';
$DELEGATE = 'Delegate';
$EXCEPTION_HANDLER = 'ExceptionHandler';
$HTTP_BACKEND = 'HttpBackend';
$INJECTOR = 'Injector';
$INTERVAL = 'Interval';
$PARSE = 'Parse';
$PROVIDE = 'Provide';
$ROOT_SCOPE = 'RootScope';
$SCOPE = 'Scope';
$TEMPLATE_CACHE = 'TemplateCache';
$TEMPLATE_REQUEST = 'TemplateRequest';

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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 * 
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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 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.
 * For Component testing you must still bootstrap a hybrid application.
 * 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 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.
 * This helper sets up global variables to hold the shared Angular and AngularJS injectors. Only call this helper once per spec.
 * Do not use `createAngularTestingModule` in the same spec as `createAngularJSTestingModule`.
 * Create AngularJS modules for testing Angular services that depend upon AngularJS services, will be instantiated as needed by the AngularJS `Injector` as normal.
 * Services that are (or have dependencies on) an upgraded AngularJS service, will be instantiated as needed by the AngularJS `Injector` as normal.
 * In the following code snippet, `HeroesService` is an Angular service that depends upon an AngularJS service, `titleCase`. Here is the example application and its unit tests that use `createAngularTestingModule` and `createAngularJSTestingModule`.
 * @param angularJSModules a collection of the names of AngularJS modules to include in the configuration.
 * @param [strictDi] whether the AngularJS injector should have `strictDI` enabled.
 * @publicApi
 */
export function createAngularTestingModule(angularJSModules: string[], strictDi?: boolean): Type<any> {
  angular.module_('$$angularJSTestingModule', angularJSModules)
    .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
    .factory(INJECTOR_KEY, () => injector);
  return $injector;
}
'$$angularJSTestingModule', strictDi); return AngularTestingModule;

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 */

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

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 */

export * from './public_api';

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

export * from './index';

export {module_ as ɵangular_packages_upgrade_static_testing_testing_a} from '../../src/common/src/angular1';
export {INJECTOR_KEY as ɵangular_packages_upgrade_static_testing_testing_d, UPGRADE_APP_TYPE_KEY as ɵangular_packages_upgrade_static_testing_testing_b} from '../../src/common/src/constants';
export {UpgradeAppType as ɵangular_packages_upgrade_static_testing_testing_c} from

/*
 * A helper function to use when unit testing AngularJS services that depend upon downgraded Angular services.
 * @param [angularModules] a collection of Angular modules to include in the configuration.
 * @publicApi
 */

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

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    });

    /*
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     */
    };

    if (injector: ng.IInjectorService) => { TestBed.configureTestingModule({ imports: angularModules, providers: [{ provide: $INJECTOR, useValue: $injector }]
    };
    return TestBed.inject(injector);
  };

  // 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
`
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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-testing.umd.js.map

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

```javascript
/**
 * @module
 * @license
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 *
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 * MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

/**
 * @license
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 *
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 * MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

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

/**
 * @publicApi
 */
export const VERSION = new Version('9.0.7');

export type Ng1Token = string;

export type Ng1Expression = string | Function;

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

    exports interface IModule
    (null // Versions of `@types/angular` typings extend the global `Function` interface within // `$inject?:
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    exports interface IModule
    (null // Versions of `@types/angular` typings extend the global `Function` interface within // `$inject?:
    string[]), which is not compatible with `$inject?: Readon
void;\n\nexport interface IProvider {
  $get: Injectable;
}

export interface IProvideService {
  provider(token: Ng1Token, provider: IProvider):
      IInjectable;
  factory(token: Ng1Token, factory: Injectable):
      IInjectable;
  value(token: Ng1Token, value: any):
      IInjectable;
  constant(token: Ng1Token, value: any): void;
  decorator(token: Ng1Token, factory: Injectable): void;
  injectable(token: Ng1Token): IInjectable;
}

export interface IProvider {
  $get: Injectable;
}

export interface IProvideService {
  provider(token: Ng1Token, provider: IProvider): IProvider;
  factory(token: Ng1Token, factory: Injectable): IProvider;
  value(token: Ng1Token, value: any): IInjectable;
  constant(token: Ng1Token, value: any): void;
  decorate(token: Ng1Token, decorator: Injectable): void;
  injectable(token: Ng1Token): Injectable;
}

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  value(token: Ng1Token, value: any): Injectable;
  constant(token: Ng1Token, value: any): void;
  decorator(token: Ng1Token, factory: Injectable): void;
  injectable(token: Ng1Token): Injectable;
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  value(token: Ng1Token, value: any): Injectable;
  constant(token: Ng1Token, value: any): void;
  decorator(token: Ng1Token, factory: Injectable): void;
  injectable(token: Ng1Token): Injectable;
}
resumeBootstrap: typeof angular.resumeBootstrap = () => angular.resumeBootstrap();\n\nexport const
getTestability: typeof angular.getTestability = e => angular.getTestability(e);\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\nexport const $COMPILE = '$compile';\nexport const
$CONTROLLER = '$controller';\nexport const $DELEGATE = '$delegate';\nexport const
$EXCEPTION_HANDLER = '$exceptionHandler';\nexport const $HTTP_BACKEND = '$httpBackend';\nexport
const $INJECTOR = '$injector';\nexport const $INTERVAL = '$interval';\nexport const $PARSE = '$parse';\nexport
const $PROVIDE = '$provide';\nexport const $ROOT_SCOPE = '$rootScope';\nexport const $SCOPE =
'$scope';\nexport const $TEMPLATE_CACHE = '$templateCache';\nexport const $TEMPLATE_REQUEST =
'$templateRequest';\n\nexport const $$TESTABILITY = '$$testability';\n\nexport const COMPILER_KEY =
'$$angularCompiler';\nexport const DOWNGRADED_MODULE_COUNT_KEY =
'$$angularDowngradedModuleCount';\nexport const GROUP_PROJECTABLE_NODES_KEY =
'$$angularGroupProjectableNodes';\nexport const INJECTOR_KEY = '$$angularInjector';\nexport const
LAZY_MODULE_REF = '$$angularLazyModuleRef';\nexport const NG_ZONE_KEY =
'$$angularNgZone';\nexport const UPGRADE_APP_TYPE_KEY = '$$angularUpgradeAppType';\n\nexport const
REQUIRE_INJECTOR = '?^^' + INJECTOR_KEY;\nexport const REQUIRE_NG_MODEL =
'?ngModel';\n\nexport const UPGRADE_MODULE_NAME = '$$UpgradeModule';\n","/**\n * @license\n *
Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * A `PropertyBinding` represents a
mapping between a property name\n * and an attribute name. It is parsed from a string of the form\n * `\"prop:
attr\"`; or simply `\"propAndAttr\" where the property\n * and attribute have the same identifier.\n */\nexport class
PropertyBinding {\n // TODO(issue/24571): remove '!'.\n bracketAttr !: string;\n // TODO(issue/24571): remove
'!'.\n bracketParenAttr !: string;\n // TODO(issue/24571): remove '!'.\n parenAttr !: string;\n //
TODO(issue/24571): remove '!'.\n onAttr !: string;\n // TODO(issue/24571): remove '!'.\n bindAttr !: string;\n //
TODO(issue/24571): remove '!'.\n bindonAttr !: string;\n\n constructor(public prop: string, public attr: string) {
this.parseBinding(); }\n\n private parseBinding() {\n this.bracketAttr = `[${this.attr}]`;\n this.parenAttr =
`(${this.attr})`;\n this.bracketParenAttr = `[(${this.attr})]`;\n const capitalAttr =
this.attr.charAt(0).toUpperCase() + this.attr.substr(1);\n this.onAttr = `on${capitalAttr}`;\n this.bindAttr =
`bind${capitalAttr}`;\n this.bindonAttr = `bindon${capitalAttr}`;\n }\n}\n","/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injector, Type} from
'@angular/core';\n\nimport {IInjectorService, INgModelController} from './angular1';\nimport
{DOWNGRADED_MODULE_COUNT_KEY, UPGRADE_APP_TYPE_KEY} from './constants';\n\nconst
DIRECTIVE_PREFIX_REGEXP = /^(?:x|data)[:\\-_]/i;\nconst DIRECTIVE_SPECIAL_CHARS_REGEXP = /[:\\_]+(.)/g;\n\nexport function onError(e: any) {\n // TODO: (misko): We seem to not have a stack trace here!\n if
(console.error) {\n console.error(e, e.stack);\n } else {\n // tslint:disable-next-line:no-console\n console.log(e,
e.stack);\n }\n throw e;\n}\n\nexport function controllerKey(name: string): string {\n return '$' + name +
'Controller';\n}\n\nexport function directiveNormalize(name: string): string {\n return
name.replace(DIRECTIVE_PREFIX_REGEXP, '')\n
.replace(DIRECTIVE_SPECIAL_CHARS_REGEXP, (_,
letter) => letter.toUpperCase());\n}\n\nexport function getTypeName(type: Type<any>): string {\n // Return the
name of the type or the first line of its stringified version.\n return (type as any).overriddenName || type.name ||
type.toString().split('\\n')[0];\n}\n\nexport function getDowngradedModuleCount($injector: IInjectorService):
number {\n return $injector.has(DOWNGRADED_MODULE_COUNT_KEY) ?
$injector.get(DOWNGRADED_MODULE_COUNT_KEY) :\n
0;\n}\n\nexport
function getUpgradeAppType($injector: IInjectorService): UpgradeAppType {\n return
$injector.has(UPGRADE_APP_TYPE_KEY) ? $injector.get(UPGRADE_APP_TYPE_KEY) :\n
UpgradeAppType.None;\n}\n\nexport function isFunction(value: any): value is Function {\n return typeof
value === 'function';\n}\n\nexport function validateInjectionKey(\n $injector: IInjectorService,

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

  // Check for common errors.
  switch (upgradeAppType) {
    case UpgradeAppType.Dynamic:
      if (downgradedModule) {
        throw new Error('Error while $attemptedAction: ' +
            'downgradedModule unexpectedly specified.' +
            'You should not specify a value for
        $downgradedModule, unless you are downgrading ' +
          'more than one Angular module (via
        \$downgradedModule(\').);
      } else if (downgradedModuleCount) {
        throw new Error('Error while $attemptedAction: ' +
            'downgradedModule not specified.' +
            'This application contains more than one downgraded
        Angular module, thus you need to ' +
          '+upgraded dynamic' +
          'always specify $downgradedModule when downgrading components and
        injectables.);
      }
      break;
    case UpgradeAppType.Lite:
      if (!downgradedModule &&
          (downgradedModuleCount >= 2)) {
        throw new Error('Error while $attemptedAction:' +
            'downgradedModule not specified.' +
            'This application contains more than one downgraded Angular
        module, thus you need to ' +
          '+upgraded dynamic' +
          '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.' +
            'Did you forget to downgrade
        an Angular module or include it in the AngularJS '+
          'application?');
      }
      break;
    default:
      throw new Error('Error while $attemptedAction: Not a valid '@angular/upgrade' application.' +
          'Did you forget to downgrade an Angular module or include it in the AngularJS '+
          'application?');
  }
}

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

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

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

export const enum UpgradeAppType {
  None,

  Dynamic,

  Static,

  Lite,
}

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

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

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

const INITIAL_VALUE = {
  __UNINITIALIZED__: true
};

export class DowngradeComponentAdapter {
  private implementsOnChanges: boolean = 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: IAugmentedJQuery,
    private $compile: ICompileService,
    private $injector: Injector,
    private $injectorService: IInjectorService,
    private $parseService: IParseService,
    private $scope: IScope,
    private $controller: ComponentController,
    private $controllerService: ComponentControllerService,
    private $controllerRef: ComponentControllerRef,
    private $element: IElement,
    private $exceptionHandler: IExceptionHandler,
    private $http: $http;
    private $location: ILocation,
    private $mdComponentOverlay: MdComponentOverlay,
    private $rootScope: $rootScope,
    private $routes: IRoutes,
    private $httpProvider: $httpProvider,
    private $injectorProvider: $injectorProvider,
    private $logProvider: $logProvider,
    private $templateCacheManager: $templateCacheManager,
    private $templateUrlParser: $templateUrlParser,
    private $templateUrlProvider: $templateUrlProvider,
    private $templateUrlService: $templateUrlService,
    private $templateUrlServiceReference: ITemplateUrlServiceReference,
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      ITemplateUrlServiceReferenceReferenceReference,
INgModelController, private parentInjector: Injector, private $injector: IInjectorService, private $compile: ICompileService,
private Sparse: IParseService, private componentFactory: ComponentFactory<any>;
private wrapCallback: <T>(cb: () => T) => () => T) {
  this.componentScope = scope.$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;
  if (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
    // 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(true, true);
  this.updateInputs();
  if (this.implementsOnChanges) {
    this.inputChanges = {};
    (<OnChanges>this.component).ngOnChanges(this.inputChanges);
    this.viewChangeDetector.markForCheck();
  }
  if (this.implementsOnChanges && this.$compile) {
    this.$compile(this.componentScope, true,
      (expr, watchFn) => {
        this.componentScope.$watch(expr, watchFn);
      });
  }
  this.$compile(this.viewChangeDetector.markForCheck());
  if (this.$compile) {
    this.$compile((<DetectorProxy>this.wrapCallback)());
  }
}
it will be dirty-checked.  // (Allow time for the initial input values to be set and `ngOnChanges()` to be called.)
if (manuallyAttachView || !propagateDigest) {  // (Allow time for the initial input values to be set and `ngOnChanges()` to be called.)
  let unwatch: Function|null = this.componentScope.$watch(() => {
    unwatch !();
    unwatch = null;
  });
  const appRef = this.parentInjector.get<ApplicationRef>(ApplicationRef);
  appRef.attachView(this.componentRef.hostView);
} else {
  setupOutputs() {  // (Allow time for the initial input values to be set and `ngOnChanges()` to be called.)
    const attrss = this.attrs;
    const outputs = this.componentFactory.outputs || [];
    for (let i = 0; i < outputs.length; i++) {
      const output = new PropertyBinding(outputs[i].propName, outputs[i].templateName);
      const bindonAttr = output.bindonAttr.substring(0, output.bindonAttr.length - 6);
      const bracketParenAttr = `(${output.bracketParenAttr.substring(2, output.bracketParenAttr.length - 8)})`;
      // order below is important - first update bindings then evaluate expressions
      if (attrss.hasOwnProperty(bindonAttr)) {
        this.subscribeToOutput(output, attrss[bindonAttr], true);
      }
      if (attrss.hasOwnProperty(bracketParenAttr)) {
        this.subscribeToOutput(output, attrss[bracketParenAttr], true);
      }
      if (attrss.hasOwnProperty(output.onAttr)) {
        this.subscribeToOutput(output, attrss[output.onAttr]);
      }
      if (attrss.hasOwnProperty(output.parenAttr)) {
        this.subscribeToOutput(output, attrss[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) {
        testabilityRegistry.unregisterApplication(this.componentRef.location.nativeElement);
        destroyComponentRef();
        destroyed = true;
      }
    });
    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 !());
    }
    ngContentSelector!());
  }
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}
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*/

import {isFunction} from './util';

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

export function isThenable<T>(obj: unknown): obj is Thenable<T> {
  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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 *
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 */

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

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

/**
 * @description
 *
 * A helper function that allows an Angular component to be used from AngularJS.
 *
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid upgrade apps that support AOT compilation*
 *
 * @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](https://docs.angularjs.org/guide/directive) that makes this component available inside AngularJS templates.
 *
 * {@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).
 */
export function downgradeComponent(info: {
  component: Type<any>; downgradedModule?: string; propagateDigest?: boolean;
  /** @deprecated since v4. This parameter is no longer used */
  inputs?: string[];
  /** @deprecated */
  outputs?: string[];
}) { /* * This helper function returns a factory function to be used for registering an AngularJS wrapper directive for the Angular component called 'ng2Heroes' that needs to be made available in AngularJS templates. */
  const name = info.component.name;
  const moduleName = info.downgradedModule || (info.component.name + '-module');
  let factory = downgradeComponent();
  factory = (factory as any)['@constructor'] = require('@angular/core').ComponentFactoryResolver.resolveComponentFactory(info.component);
  factory = factory.resolveInjectables([{token: Type, params: [{value: info.component}]}]);
  factory = factory.resolveInjector([info.component.ngModule.getModuleInjectables(), {token: Type, params: [{value: info.component}]}]);
  factory = factory.resolveTypeParameters();
  factory = factory.resolveInputs();

  // @example upgrade/static/ts/full/module.ts region="ng2-heroes-wrapper"
  factory = factory.resolvedType({type: UpgradeAppType.LazyModuleRef}, moduleName);

  return factory;
}

export function downgradeComponent(info: {
  component: Type<any>; downgradedModule?: string; propagateDigest?: boolean;
  /** @deprecated since v4. This parameter is no longer used */
  inputs?: string[];
  /** @deprecated */
  outputs?: string[];
}) { /* * This helper function returns a factory function to be used for registering an AngularJS wrapper directive for the Angular component called 'ng2Heroes' that needs to be made available in AngularJS templates. */
  const name = info.component.name;
  const moduleName = info.downgradedModule || (info.component.name + '-module');
  let factory = downgradeComponent();
  factory = (factory as any)['@constructor'] = require('@angular/core').ComponentFactoryResolver.resolveComponentFactory(info.component);
  factory = factory.resolveInjectables([{token: Type, params: [{value: info.component}]}]);
  factory = factory.resolveInjector([info.component.ngModule.getModuleInjectables(), {token: Type, params: [{value: info.component}]}]);
  factory = factory.resolveTypeParameters();
  factory = factory.resolveInputs();

  // @example upgrade/static/ts/full/module.ts region="ng2-heroes-wrapper"
  factory = factory.resolvedType({type: UpgradeAppType.LazyModuleRef}, moduleName);

  return factory;
}
since v4. This parameter is no longer used. // @deprecated since v4. This parameter is no longer used. // @any */ angular.Injectable */
    const directiveFactory:
      IAnnotatedFunction = function($compile: ICompileService, $injector: IInjectorService, $parse:
        IParseService): IDirective {
        // When using `upgradeModule()`, because `$digest()` will be run inside Angular zone:
        // NOTE: This is not needed, when using `upgradeModule()`, because `$digest()` will be run
        // inside the Angular zone (except if explicitly escaped, in which case we shouldn’t force it back)
        const isNgUpgradeLite = getUpgradeAppType($injector) === UpgradeAppType.Lite;
        const
          wrapCallback: <T>(cb: () => T) => typeof cb = $isNgUpgradeLite ? cb => cb : cb => () =>
            NgZone.isInAngularZone() ? cb() : ngZone.run(cb);
        let ngZone: NgZone;

        // When downgrading multiple modules, special handling is needed wrt injectors:
        const hasMultipleDowngradedModules = $isNgUpgradeLite &&
            (getDowngradedModuleCount($injector) > 1);
        return {
          restrict: 'E',
          terminal: true,
          require: [REQUIRE_INJECTOR, REQUIRE_NG_MODEL],
          link: (scope: IScope, element: IAugmentedJQuery, attrs: IAttributes, required: any[])
            => {
              // We might have to compile the contents asynchronously, because this might have been
              // triggered by `UpgradeNg1ComponentAdapterBuilder`, before the Angular templates have
              // been compiled. Since we can’t nest `const ngModel: INgModelController =
              // required[1]`,
              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>;
            };

            // If there are two injectors: `finalModuleInjector` and `finalParentInjector` (they might be
            // the same instance, but that is irrelevant). When looking for an injectable and then switch to the
            // module injector,
            // There are basically three cases:
            // - If there is no parent component (thus no
            //   `parentInjector`), we bootstrap the downgraded
            //   `NgModule` and use its injector as both
            //   `finalModuleInjector` and `finalParentInjector`.
            // - If there is a parent component and (thus a
            //   `parentInjector`) and we are sure that it
            //   belongs to the same `NgModule` as this
            //   downgraded component (e.g. because there is only
            //   one downgraded module, we use that `parentInjector` as both
            //   `finalModuleInjector` and `finalParentInjector`.
            // - If there is a parent component, but it may belong
to a different
            //   `NgModule`, then we use the `parentInjector` as `finalParentInjector` and this
downgraded component’s
            // declaring `NgModule`’s injector as `finalModuleInjector`. Note 1: If the
            // `NgModule` is already bootstrapped, we just get its injector (we don’t
            // bootstrap again).
            // Note 2: It is possible that (while there are multiple downgraded modules) this
            // downgraded component and its parent component both belong to the same
            // `NgModule`.
            In that case, we could have used the
            // `parentInjector` as both
            // `finalModuleInjector` and `finalParentInjector`, but (for simplicity) we are
            // treating this case as if they belong to different `NgModule`’s. That doesn’t
            // really affect
            // anything, since `parentInjector` has `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!\n // component belongs to. const componentFactoryResolver: ComponentFactoryResolver = injector.get(ComponentFactoryResolver) !; \n\n componentFactoryResolver.resolveComponentFactory<InjectedComponent<any>>(!\n if (!componentFactory) { throw new Error('Expecting ComponentFactory for: ${getTypeName(info.component)}'); }\n\n const injectorPromise = new ParentInjectorPromise(element) !; \n const facade = new DowngradeComponentAdapter(element, attrs, scope, ngModel, injector, $injector, $compile, $parse,\n componentFactory, wrapCallback) !; \n const projectableNodes = facade.compileContents() !; \n facade.createComponent(projectableNodes) !; facade.setupInputs(isNgUpgradeLite, info.propagateDigest) !; \n injectorPromise.resolve(facade.getInjector()) !; \n\n if (ranAsync) { \n   // If this is run async, it is possible that it is not run inside a digest and initial input values will not be detected. \n   scope.$evalAsync(() => {}); \n } \n\n const downgradeFn = isNgUpgradeLite ? doDowngrade : (pInjector: Injector, mInjector: Injector) => { \n   \n   if (!ngZone) { \n     ngZone = pInjector.get(NgZone) !; \n   } \n
   wrapCallback(() => doDowngrade(pInjector, mInjector)) !; \n } !; \n\n // bracket-notation because of closure - see #14441 \n \n\n return directiveFactory[component] = [\n   \n   \n   return directiveFactory,\n   \n   this.injectorKey, this.injector] !; \n\n  }

  // library for hybrid upgrade apps that support AOT compilation
  this helper function returns a factory function that provides access to the Angular\n  service identified by the `token` parameter.\n  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\n  defined `HeroesService\n  and that we have included this in our upgrade app `\n  Now we can register the `downgradeInjectable` factory function for the service\n  on an AngularJS module.\n  A helper function to allow an Angular service to be accessible from AngularJS.\n  Part of the upgrade/static/api?query=upgrade%2Fstatic\n
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.

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

* @returns a [factory function](https://docs.angularjs.org/guide/di) that can be used to register the service on an AngularJS module.

* @publicApi

```typescript
export function downgradeInjectable(token: any, downgradedModule: string = ''): Function {
  const injectorKey = `$[INJECTOR_KEY]${downgradedModule}`;

  const InjectableName = isFunction(token) ? getTypeName(token) : String(token);
  const validateInjectionKey = 
```
```javascript
$httpBackend('GET', url, null, (status: number, response: string) => {
  if (status === 200) {
    resolve($templateCache.put(url, response));
  } else {
    reject('GET component template from `{url}` returned `{status}: `{response}`');
  }
}));

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

  return controller;
}

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

  return this.compileHtml(template);
}

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

  $scope.$destroy();

  angularElement.cleanData($element); // Clean the jQuery/jqLite data on the component+child elements.
}

```

file a bug against TypeScript for this.

```typescript
file a bug against TypeScript for this.

```
linkFn = this.helper.compileTemplate(this.template);

    // Instantiate controller (if not already done so)
    const controllerType = this.directive.controller;
    const bindToController = this.directive.bindToController;
    if (controllerType &amp; &amp; !bindToController) {
      this.helper.buildController(controllerType, this.componentScope);
    }

    // Require other controllers
    this.helper.resolveAndBindRequiredControllers(this.directive);

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

    // Linking
    const link = this.directive.link;
    const preLink = typeof link == 'object' &amp;&amp; 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);
    }

    this.destinationObj.$onChanges(changes: SimpleChanges) {
      const ng1Changes: any = {};
      Object.keys(changes).forEach(name => {
        ng1Changes[name] = changes[name] = change;
      });
      if (isFunction(this.destinationObj.$onChanges)) {
        this.destinationObj.$onChanges(ng1Changes);
      }
    }

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

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

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

    // onDestroy
    this.helper.onDestroy(this.componentScope, this.controllerInstance);

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

    @NgModule({
      bootstrap: [UpgradeNg1ComponentAdapterBuilder] as NgModule
    })
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 AngularJS component directive in that location. An Angular component
can be downgraded to an AngularJS component directive. This creates an AngularJS directive, which
bootstraps the Angular component in that location. Whenever an adapter component is instantiated the host element is owned by the framework doing the instantiation. The other framework then instantiates and owns the view for that component. This implies that component bindings will always follow the semantics of the instantiation framework. The syntax is always that of Angular syntax. 8. AngularJS is always.bootstrapped first and owns the bottom most view. The new application is running in Angular zone, and therefore it no longer needs calls to $\text{Suppli}$.

### Example

```javascript
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module), myCompilerOptions);\n\nconst module = angular.module('myExample', []);\n\nmodule.directive('ng2Comp', 
  adapter.downgradeNg2Component(Ng2Component));\n\n\nmodule.directive('ng1Hello', function() {
  return {\n    scope: { title: '=' },\n    template: 'ng1[Hello {{title}}](!<span ng-transclude></span>)'\n  };
});\n\nmodule.directive('ng2-comp', 
  adapter.bootstrap(document.body, [\n    new UpgradeAdapter(forwardRef(() => MyNg2Module)),\n    myCompilerOptions\n  ]).ready(function() {\n    expect(document.body.textContent).toEqual("ng2[ng1[Hello World!]!(transclude)](project)\n  });
```

@deprecated Deprecated since v5. Use `upgrade/static` instead, which also supports
[Ahead-of-Time compilation](guide/aot-compiler).

export class UpgradeAdapter {
  private idPrefix: string = `NG2_UPGRADE_${upgradeCount++}_`;
  private downgradedComponents: Type<any>[] = [];
  /**
   * An internal map of ng1 components which need to upgraded to ng2.
   *
   * 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.\n   * 
   * * * @dependsKDepreciated Depreciated since v5. Use 'upgrade/static' instead, which also supports\n   * [Ahead-of-Time compilation](guide/aot-compiler).\n   * */
  private ng1ComponentsToBeUpgraded:
    { [name: string]: UpgradeNg1ComponentAdapterBuilder } = {};
  private upgradedProviders: StaticProvider[] = [];
  // TODO(issue/24571): remove '!'.
  private ng2BootstrapDeferred!: Deferred<IInjectorService>;

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

  /**
   * Allows Angular Component to be used from AngularJS.
   *
   * Use `downgradeNg2Component` to create an AngularJS Directive Definition Factory from Angular Component. The adapter will bootstrap Angular component from within the AngularJS template.
   * @usageNotes
   * ```
   * const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module));\n   * \n   * const module = angular.module('myExample', [])\n   * \n   * adapter.bootstrap(document.body, ['myExample']).ready(function() {\n   *   expect(document.body.textContent).toEqual("ng2[ng1[Hello World!]!(transclude)](project)\n   * });
   ```
   */
  }

@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.

UpgradeAdapterRef (in 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); const upgrade = new UpgradeAdapterRef();

this.ng2BootstrapDeferred.promise.then((ng1Injector) => {
  (anyupgrade)._bootstrapDone(this.moduleRef, ng1Injector); }, onError); return upgrade;

/**
 * Bootstrap a hybrid AngularJS / Angular application.
 */
  registerForNg1Tests(modules?: string[]):
    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); const upgrade = new UpgradeAdapterRef();

    this.ng2BootstrapDeferred.promise.then((ng1Injector) => {
      (anyupgrade)._bootstrapDone(this.moduleRef, ng1Injector); }, onError);
    return upgrade;

  /**
   *
   * Bootstrap a hybrid AngularJS / Angular application.
   *
   * This `bootstrap` method is a direct replacement (takes same arguments) for AngularJS
   * ['bootstrap'] method. Unlike AngularJS, this bootstrap is asynchronous.
   */
  bootstrap(element: Element, modules?: any[], config?: IAngularBootstrapConfig):

    this.declareNg1Module(modules);

    const upgrade = new UpgradeAdapterRef();

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

    this.ngZone.run(() => { bootstrap(element, [this.ng1Module.name], config !); });

    const ng1BootstrapPromise = new Promise((resolve) => {
      if (windowAngular.resumeBootstrap) {
        const originalResumeBootstrap: () => void = windowAngular.resumeBootstrap;
        windowAngular.resumeBootstrap = function() {
          windowAngular.resumeBootstrap = originalResumeBootstrap;
          const r = windowAngular.resumeBootstrap.apply(this, arguments);
          resolve(r);
        };
      } else {
        resolve();
      }
    });

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

    /**
     * Allows AngularJS service to be accessible from Angular.
     */
    upgradeNg1Provider(name: string, options?: {asToken: any}) {
      const token = options && options.asToken || name;
      this.upgradedProviders.push({
        provide: token,
        useFactory: ($injector: IInjectorService) => $injector.get(name),
        deps: [INJECTOR]
      });
    }

    /**
     * Allows Angular service to be accessible from AngularJS.
     */
    upgradeNg2Provider(name: string, options?: {asToken: any}) {
      const token = options && options.asToken || name;
      this.upgradedProviders.push({
        provide: token,
        useFactory: (inj: INJECTOR) => inj.get(name),
        deps: [INJECTOR]
      });
    }

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

    this.ngZone.run(() => { bootstrap(element, [this.ng1Module.name], config !); });

    const ng1BootstrapPromise = new Promise((resolve) => {
      if (windowAngular.resumeBootstrap) {
        const originalResumeBootstrap: () => void = windowAngular.resumeBootstrap;
        windowAngular.resumeBootstrap = function() {
          windowAngular.resumeBootstrap = originalResumeBootstrap;
          const r = windowAngular.resumeBootstrap.apply(this, arguments);
          resolve(r);
        };
      } else {
        resolve();
      }
    });

    Promise.all([this.ng2BootstrapDeferred.promise, ng1BootstrapPromise]).then(([ng1Injector]) => {
      angularElement(element).data[controllerKey(INJECTOR_KEY), this.moduleRef !.injector];
      this.moduleRef!.injector.get<NgZone>(NgZone).run(() => {
        (anyupgrade)._bootstrapDone(this.moduleRef, ng1Injector); }, onError); return upgrade;
      (anyupgrade)._bootstrapDone(this.moduleRef, ng1Injector); }, onError);
    return upgrade;
Declare the Angular upgrade module for this adapter without bootstrapping the whole
hybrid application.

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

The AngularJS upgrade modules that use this upgrade module should depend upon.

* The AngularJS upgrade module that is declared by this method
* const upgradeAdapter = new UpgradeAdapter(MyNg2Module); in

const ng1Module = this.ng1Module = angularModule(this.idPrefix, modules);

const platformRef = platformBrowserDynamic();

ng1Module.constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Dynamic);

UpgradeNg1ComponentAdapterBuilder.resolve(this.ng1ComponentsToBeUpgraded, ng1Injector)
  .then(() => {
    // Note: There is a bug in TS 2.4 that prevents us from
    // inlining this into @NgModule

platformRef
  .bootstrapModule(DynamicNgUpgradeModule, [this.compilerOptions!, {ngZone: this.ngZone}])
  .then(ref => ng1Module.run(ref.moduleRef, { remorse }));

this.ngZone.run(() => {

});

console.log(ng1Module, 

{ useClass: UpgradeAdapter })

@NgModule({
  providers: [resolveForwardRef(this.ng1ComponentsToBeUpgraded), ng1Injector],
})

DynamicNgUpgradeModule
  .constructor() { 

};

 DynamicNgUpgradeModule,[this.compilerOptions!,

{ ngZone: this.ngZone }]

.then((ref: NgModuleRef<any>) => ({ this.moduleRef = ref; })

rootScopePrototype.$apply = originalSapplyFn; // restore original $apply

while
Open Source Used In MSX SD-Branch Service Pack 4.0.0
Open Source Used In MSX SD-Branch Service Pack 4.0.0
Found in path(s):
  *
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):
  *
  *
  *
No license file was found, but licenses were detected in source scan.

/**
 * @license Angular v9.0.7
*/
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

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

{"version":3,"file":"upgrade.js","sources":null,"sourcesContent":null}
boolean;

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

export const $COMPILE = '$compile';
export const $CONTROLLER = '$controller';
export const $DELEGATE = '$delegate';
export const $EXCEPTION_HANDLER = '$exceptionHandler';
export const $HTTP_BACKEND = '$httpBackend';
export const $INJECTOR = '$injector';
export const $INTERVAL = '$interval';
export const $PARSE = '$parse';
export const $PROVIDE = '$provide';
export const $ROOT_SCOPE = '$rootScope';
export const $SCOPE = '$scope';
export const $TEMPLATE_CACHE = '$templateCache';
export const $TEMPLATE_REQUEST = '$templateRequest';
export const $TESTABILITY = '$testability';
export const COMPILER_KEY = '$angularCompiler';
export const DOWNGRADED_MODULE_COUNT_KEY = '$angularDowgradedModuleCount';
export const GROUP_PROJECTABLE_NODES_KEY = '$angularGroupPlayableNodes';
export const INJECTOR_KEY = '$angularInjector';
export const LAZY_MODULE_REF = '$angularLazyModuleRef';
export const NG_ZONE_KEY = '$angularNgZone';
export const UPGRADE_APP_TYPE_KEY = '$angularUpgradeAppType';
REQUIRE_INJECTOR = "?^\n" + INJECTOR_KEY;

export const REQUIRE_NG_MODEL = "?ngModel\n" + INJECTOR_KEY;

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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\n"` or simply `"propAndAttr\n"` where the property name and attribute have the same identifier.

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

import {IInjectorService, INgModelController} from './angular1';
import {DOWNGRADED_MODULE_COUNT_KEY, UPGRADE_APP_TYPE_KEY} from './constants';

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) : UpgradableType.None;
}
```

export class Deferred<R> {
  promise: Promise<R>;
  // TODO(issue/24571): remove `!`. This should never happen in an
  `@angular/upgrade` app.
  // App using the deprecated `@angular/upgrade` APIs (a.k.a. dynamic
  `@angular/upgrade`).
  Dynamic: R;
  // App using `@angular/upgrade/static` with `UpgradeModule`.
  Static: R;
  // App using `@angular/upgrade/static/with downgradeModule()` (a.k.a. 
  `ngUpgrade`-lite).
  Lite: R;
}
downgraded application, component creation will take place here as well as adding the
    // testability hook.

    // For (let i = 0; i < inputs.length; i++)
    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);
    const inputs = this.componentFactory.inputs || [];
    for (let i = 0; i < inputs.length; i++)
      let expr = string
        if (inputs[i].templateName)
          let expr = string
        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);
        if (prop => {
          let unwatch = this.componentScope.$watch((() => {
            this.componentScope.$watch(
                attribs.$observe(input.attr, observeFn);
                if (null
                    if (null
                      if (expr != null) {
                        const watchFn =
                          (prop => (currValue:
                              any, prevValue: any) =>
                                this.updateInput(prop, prevValue, currValue))(input.prop);
                        this.componentScope.$watch(expr, watchFn);
                      }
                      // Invoke `ngOnChanges()` and Change Detection
                      // when necessary
                      const detectChanges = () => this.changeDetector.detectChanges();
                      const prototype =
                          this.componentFactory.componentType.prototype;
                      this.componentScope.$watch(this.wrapCallback(detectChanges));
                      this.viewChangeDetector.markForCheck();
                      // If opted out of propagating digests, invoke change detection
                      if (!propagateDigest)
                        if (!propagateDigest)
                          this.subscribeToOutput(output, expr, true);
                          if (null
                            if (null
                              if (null
                                if (null
                                  if (null
                                    if (null
                                      if (null
                                        if (null
                                          if (null
                                            if (null
                                              const appRef =
                                                  parentInjector.get(ApplicationRef>());
                                              appRef.attachView(this.componentRef.hostView);
                                              const setupOutputs =
                                                  this.componentFactory.outputs || [];
                                              for (let j = 0; j < outputs.length; j++)
                                                this.subscribeToOutput(output, inputs[i].propName, outputs[j].eventName);
                                              this.subscribeToOutput(output, inputs[i].propName, outputs[j].eventName);
                                            }
                                          }
                                      }
                                    }
                                  }
                                }
                              }
                            }
                          }
                        }
                      }
                    }
                  }
                }
              }
            }
          );
        })};
    }

    setupInputs(null, true);
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 ');
}

const testabilityRegistry = this.componentRef.injector.get(TestabilityRegistry);
const destroyComponentRef = this.componentScope.$destroy();
this.component.$destroy();
}

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

this.$injector.get(TestabilityRegistry).registerCleanup();

private registerCleanup() {
  const testabilityRegistry = this.componentRef.injector.get(TestabilityRegistry);
  const destroyComponentRef = this.$injector.get(ngContentSelectors, this.element.contents)();
  return ngContentSelectors.map((selector, index) => {
    const node = document.querySelector(selector);
    if (node) {
      projectableNodes[index].push(node);
    }
  });
}

function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number|any {
  const ngContentIndices = ngContentSelectors.map(selector => {
    return matchesSelector(element, selector) ? -1 : selector.indexOf('*') != -1;
  });
  ngContentIndices.sort();
  if (wildcardNgContentIndex !== -1) {
    ngContentIndices.push(wildcardNgContentIndex);
  }
  return ngContentIndices.indexOf(this.element.nativeElement);[Object][Object]

  function *ngContentNodes() {
    yield ngContentNodesBySelector(ngContentSelectors, this.element.contents)();
  }

  ngContentNodesBySelector(ngContentSelectors, this.element.contents)();
}
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```typescript
import {ComponentFactory, ComponentFactoryResolver, Injector, NgZone, Type} from '@angular/core';
import {IAnnotatedFunction, IAttributes, IAugmentedJQuery, ICompileService, IDirective, InjectorService, 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.
 *
 * @usageNotes
 * ### Examples
 *
 * Let's assume that you have an Angular component called `ng2Heroes` that needs to be made available in AngularJS templates.
 *
 * ```typescript
 * @example upgrade/static/ts/full/module.ts region="ng2-heroes"
 * ```
 *
 * We must create an AngularJS [directive](https://docs.angularjs.org/guide/directive) that will make this Angular component available inside AngularJS templates.
 *
 * ```typescript
 * The `downgradeComponent()` function returns a factory function that we can use to define the AngularJS directive that wraps the `downgraded` component.
 * ```
 *
 * For more details and examples on downgrading Angular components to AngularJS components please visit the [Upgrade guide](guide/upgrade#using-angular-components-from-angularjs-code).
 *
 * @param info contains information about the Component that is being downgraded:
 *
 * - `component: Type<any>`: The type of the Component that will be downgraded
 * - `downgradedModule?: string`: The name of the downgraded module (if any) that the component "belongs to".
 *   (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
 *   change detection) on the component on every
 *
 * @return 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:
    // 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 rendered
    // - 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 `$digest()` will be run in the Angular zone.
    // inside the Angular zone (except if explicitly escaped, in which case we shouldn't force it back in)
    const isNgUpgradeLite = getUpgradeAppType($injector) === UpgradeAppType.Lite;
    const getClass = !isNgUpgradeLite ? cb => cb : cb => () => NgZone.isInAngularZone() ? cb() : $ngZone.run(cb);
    let ngZone:

    // When downgrading multiple modules, special handling is needed wrt injectors.
    // const hasMultipleDowngradedModules =
    // isNgUpgradeLite && (getDowngradedModuleCount($injector) > 1);
    // return (injector restriction: E \n    // terminal: true, require: [REQUIRE_INJECTOR, REQUIRE_NG_MODEL], link: (scope: IScope, element:
    IAugmentedJQuery, attr: 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 = undefined;
let moduleInjector: Injector|Thenable<Injector>|undefined = undefined;
let ranAsync = false;
if (!parentInjector || hasMultipleDowngradedModules)
  const downgradedModule = info.downgradedModule
  // "\n
  const lazyModuleRefKey = '${LAZY_MODULE_REF}${downgradedModule}';
  const attemptedAction = `instantiating component ${getTypeName(info.component)}`;
  get

  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 thus a
    //   `parentInjector`) and we are sure that it is the same `NgModule` as this downgraded component
    //   (e.g. because there is only one downgraded `NgModule` and 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
    // 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`.

  // - If there is a parent component, but it may belong
    to a different `NgModule`, then we use
    the `parentInjector` as `finalParentInjector` and this downgraded
    // declaring `NgModule`'s injector as `finalModuleInjector`.

  // - If there is a `NgModule` that belongs to the same
    //   `NgModule` as this downgraded component
    //   (e.g. because there is only one ` NgModule` and 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
    // declaring `NgModule`'s injector as `finalModuleInjector`.

  // If there is a
  //      `parentInjector` 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 `NgModule`, use the module injector.

  // If this is a ` NgModule`, use the
    // 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 doDowngrade = (injector: Injector, moduleInjector: Injector) => {

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

    componentFactoryResolver: ComponentFactoryResolver =
    moduleInjector.getComponentFactoryResolver();

    componentFactory = new ComponentFactory<any>(
      componentFactoryResolver.resolveComponentFactory(info.component));

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

    const injectorPromise = new ParentInjectorPromise(element);
    const facade = new
    DowngradeComponentAdapter(element, attrs, scope, ngModel, injector, Scompile, Sparse,
      componentFactory, wrapCallback);

    const projectableNodes = facade.compileContents();

    facade.createComponent(projectableNodes);
    facade.setupInputs(isNgUpgradeLite, info.propagateDigest);
    facade.setupOutputs();
    facade.registerCleanup();

    injectorPromise.resolve(facade.getInjector());

    if (ranAsync) {
      // If this is run async, it is possible that it is not run inside a
      // digest and initial input values will not be detected.
    }

    scope.$evalAsync(()

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const downgradeFn = isNgUpgradeLite ? doDowngrade : (pInjector: Injector, mInjector: Injector) => {
  // if (ngZone) { 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))();
};

SyncPromise.all([finalParentInjector, finalModuleInjector]).then(([pInjector, mInjector]) =>

directiveFactory: function() => {**
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**

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

/**
 * @description
 *
 * A helper function to allow an Angular service to be accessible from AngularJS.
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid upgrade apps that support AOT compilation*
 * This helper function returns a factory function that provides access to the Angular service identified by the `token` parameter.
 *
 * @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()`.
 * Inside an AngularJS component's controller we can get hold of the * downgraded service via the name we gave when downgrading.
 * For example, let's assume we have defined `HeroesService` and that we have included this in our upgrade app `NgModule`
 * on an AngularJS module.**

* @example upgrade/static/ts/full/module.ts region="downgrade-heroes-service"*

* When using `downgradeModule()`, downgrade 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 module has been instantiated before using it in an AngularJS component that may be used independently of Angular.**

* 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 in a downgraded Angular component from a different module.

*/

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 '麼 token';

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

    const injector: Injector = $injector.get(injectorKey);
    return
  }

  directiveFactory['$inject'] = [
    $COMPILE, $INJECTOR, $PARSE];
  return directiveFactory;
}
injector.get(token);

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

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

import {DirectiveRequireProperty, IAugmentedQuery,
    IDirective, ICompileService, IControllerService, IDirective, IHttpBackendService,
    IInjectorService, ILIntFn, ITemplateCacheService, SingleOrListOrMap, element as angularElement} from
    '/angular1' \nimport {SCOMPILE, SCONTROLLER, SHTTP_BACKEND, SINJECTOR, STEMPLATE_CACHE} from
    '/constants';

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
        // 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,
            UpgradeHelper.getTemplate(this.$injector, this.directive, false, $scope);

        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/e743cb28553267f955f71ea7248377915613fd9/src/manipulation.js#L223

        //
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
      // `$template` is empty. Since the transcluded content comes from Angular, not AngularJS,
      // there will be no transclusion scope here. // Provide a dummy `scope.$destroy` method
      // to prevent `cloneAttachFn` from throwing.
      scope = scope || { $destroy: () => undefined; };
      return cloneAttachFn!(scope, contentChildNodes); // let $template = contentChildNodes;
    };
    const slots = Object.create(null);
    const filledSlots = Object.create(null);
    slots[transclude.$template] = null; // `null`: Defined but not yet filled.
    const filledSlots = Object.create(null); // Consider optional slots as filled.
    Object.keys(transclude).forEach(slotName => {
      const selector = transclude[slotName];
      const optional = selector.charAt(0) === '?';
      selector = optional ? selector.substring(1) : selector;
      const slotMap = {'null': Defined but not yet filled.
    filledSlots[slotName] = optional; // Consider optional slots as filled.
    contentChildNodes.forEach(node => {
      const slotName = directiveNormalize(node.nodeName.toLowerCase());
      if (slotName) {
        filledSlots[slotName] = true;
        slots[slotName] = slots[slotName] || [ ];
        slots[slotName].push(node);
      } else {
        $template.push(node);
      }
    });
    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);
  }

  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(): DirectiveRequire {
    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 = name || name.key;
        console.log(name);
        name = name || name.key;
        console.log(name);
        name = name || name.key;
        console.log(name);
      });
    }
  }

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

  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(): DirectiveRequire {
    const require = this.directive.require || (this.directive.controller && this.directive.name) || {};
    if (isMap(require)) {
      const value = require[key];
      const match = value.match(REQUIRE_PREFIX_RE) || {};
    }
  }

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value.substring(match[0].length);\n
    if (!name) {
      require[key] = match[0] + key;\n    }\n  }\n\n  private resolveRequire(require: DirectiveRequireProperty, controllerInstance?: any)\n  {\n    SingleOrListOrMap<ITargetInstance>\n    return require.map(req => this.resolveRequire(req));\n  }\n\n  if (!require) {\n    return null;\n  } else if (Array.isArray(require)) {\n    return require.map(req => this.resolveRequire(req));\n  } else if (typeof require === 'string') {\n    const match = require.match(REQUIRE_PREFIX_RE);\n    const inheritType = match[1];\n    const name = require.substring(match[0].length);\n    const searchParents = !!inheritType;\n    const startOnParent = inheritType === '^';\n    const ctrlKey = controllerKey(name);\n    const elem = startOnParent ? this.$element.parent() : this.$element;\n    const 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    }
  } else {
    throw new Error(`Unrecognized 'require' syntax on upgraded directive '${this.name}': ${require}`);\n  }\n\n  return value;\n}
```
switch (bindingType) {
  case '@':
  case '<':
    this.inputs.push(inputName);
    this.inputsRename.push(inputNameRename);
    this.propertyMap[inputName] = propName;
    break;
  case '=':
    this.inputs.push(inputName);
    this.inputsRename.push(inputNameRename);
    this.propertyMap[inputName] = propName;
    this.outputs.push(outputName);
    this.outputsRename.push(outputNameRenameChange);
    this.propertyMap[outputName] = propName;
    this.checkProperties.push(propName);
    this.propertyOutputs.push(outputName);
    break;
  case '&':
    this.outputs.push(outputName);
    this.outputsRename.push(outputNameRename);
    this.propertyMap[outputName] = propName;
    break;
  default:
    let json = JSON.stringify(context);
    throw new Error(`Unexpected mapping '${bindingType}' in '${json}'
                in '${this.name}' directive.`);
}
```

```
this.setComponentProperty(name, change.currentValue);
      ng1Changes[this.propertyMap[name]] = change;
    }
    ngDoCheck() {
      const destinationObj = this.destinationObj;
      const lastValues = this.checkLastValues;
      const checkProperties = this.checkProperties;
      const propOuts = this.propOuts;
      checkProperties.forEach((propName, i) => {
        const value = destinationObj[propName];
        const last = lastValues[i];
        if (!strictEquals(last, value)) {
          const eventEmitter: EventEmitter<any> = (this as any)[propOuts[i]];
          eventEmitter.emit(lastValues[i] = value);
        }
      });
      this.ngOnDestroy();
    }
  }
}

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 */

import {Compiler, CompilerOptions, Injector, NgModule, NgModule, NgModuleRef, NgZone, StaticProvider, Testability, Type, isDevMode, resolveForwardRef} from '@angular/core';
import {platformBrowserDynamic} from '@angular/platform-browser-dynamic';

import {IAngularBootstrapConfig, IAugmentedJQuery, IInjectorService, IModule, IProvideService, IRootScopeService, ITestabilityService, bootstrap, element as angularElement, module_ as angularModule} from '../../common/src/angular1';
import {$$TESTABILITY, $COMPILE, $INJECTOR, $ROOT_SCOPE, COMPILER_KEY, INJECTOR_KEY, LAZY_MODULE_REF, NG_ZONE_KEY, UPGRADE_APP_TYPE_KEY} from '../../common/src/constants';
import {downgradeComponent} from '../../common/src/downgrade_component';
import {downgradeInjectable} from '../../common/src/downgrade_injectable';
import {Deferred, LazyModuleRef, UpgradeAppType, controllerKey, onError} from '../../common/src/util';

import {UpgradeNg1ComponentAdapterBuilder} from './upgrade_ng1_adapter';

let upgradeCount: number = 0;

/**
 * Use `UpgradeAdapter` to allow AngularJS and Angular to coexist in a single application.
 *
 * The `UpgradeAdapter` allows:
 * 1. creation of Angular component from AngularJS component directive
 *    (See [UpgradeAdapter#upgradeNg1Component()])
 * 2. creation of AngularJS directive from Angular component.
 *    (See [UpgradeAdapter#downgradeNg2Component()])
 * 3. Bootstrapping of a hybrid Angular application which contains both of the frameworks
 *    (See [UpgradeAdapter#downgradeNg2Component()])
 * 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 component
directive in that location.
 * 6. An Angular component can be downgraded to an AngularJS component directive. This creates an AngularJS directive,
which bootstraps the AngularJS component directive 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 framework in that location.
 * 8. AngularJS directives always execute inside AngularJS framework codebase regardless of
 *    where they are instantiated.
 * 9. The new application is running in Angular zone, and therefore it no longer needs calls to
 *    `\$apply()`. The syntax is always that of Angular syntax.
 */

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* 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.)
  * - `bindToController`: supported.
  * - `link`: supported. (NOTE: only pre-link function is supported.)

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

  * - `transclude`: supported.

  * * * Example

  * ```

  * ```

  * ```

  * ```

  * ```

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[36x36]Open Source Used In MSX SD-Branch Service Pack 4.0.0 3240
* inputs: ['name'],
  * template: `ng2[<ng1 [title]="name">transclude</ng1>](<ng-content></ng-content>)`;

```javascript
// inputs: ['name'],
// template: 'ng2[<ng1 [title]="name">transclude</ng1>](<ng-content></ng-content>)'

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

* ```
   */
  bootstrap(element: Element, modules?: any[])
  {
    return r;
  }

  /**
   * Allows AngularJS service to be accessible from Angular.
   *
   * @usageNotes
   * ### Example
   *
   * ```
   * class Login { ... }
   * class Server { ... }
   *
   * @Injectable()
   * class Example {
   *   constructor(@Inject('server') server, login: Login) {
   *     ...}
   * }
   * }
   *
   * const module = angular.module('myExample', []);
   * module.service('server', Server);
   * module.service('login', Login);
   * module.service('example', Example);
   *
   * const adapter = new UpgradeAdapter(MyNg2Module);
   * adapter.upgradeNg1Provider('server');
   * adapter.upgradeNg1Provider('login', {asToken: Login});
   *
   * adapter.bootstrap(document.body, ['myExample']).ready(function() {
   *   const example: Example = ref.ng1Injector.get('example');
   * });
   *
   * ```
   */
  upgradeNg1Provider(name: string, options?: {asToken: any}) {
    const token = options && options.asToken || name;
    this.upgradedProviders.push({
      provide: token,
      useFactory: ($injector: IInjectorService) => $injector.get(name),
      deps: [INJECTOR]
    });

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

  /**
   * Declare the AngularJS upgrade module for this adapter without bootstrapping the whole
   * AngularJS application.
   *
   * @usageNotes
   * This method is automatically called by `bootstrap()` and `registerForNg1Tests()`.
   *
   * @param modules
   * The AngularJS modules that this upgrade module should depend upon.
   * @returns The AngularJS upgrade module that this adapter will use.
   */
  private declareNg1Module(modules: string[] = []): IModule {
    const delayApplyExps: Function[] = [];
    let original$applyFn: Function;
    let rootScopePrototype: any;
    let rootScope: IRootScopeService;
    let delay = 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))

```typescript
.constant(NG_ZONE_KEY, this.ngZone)
    .factory(COMPILED_KEY, () => this.moduleRef
        .injector.get(Compiler)
    )
    .config(function(rootScopeDelegate: IRootScopeService)
        .provide.decorator($ROOT_SCOPE, [
          '$delegate',
          function(rootScopeDelegate: IRootScopeService) {
            rootScopePrototype.$apply = (exp: any) => delayApplyExp.push(exp);
            if (ng1Injector !.injector.has($$TESTABILITY)) {
              provide.decorator($$TESTABILITY, [
                '$delegate',
                function(testabilityDelegate: ITestabilityService)
                })
            }
          }
        ]); return rootScopePrototype.$apply = originalSapplyFn = rootScopePrototype.$apply
        .testabilityDelegate.whenStable = newWhenStable => 
          ng1Module.run(['injector', 'SrootScope',
            UpgradeNg1ComponentAdapterBuilder.resolve(this.ng1ComponentsToBeUpgraded, ng1Injector)
            .then(() => {
              const ngModule = {
                providers: [
                  {provide: $INJECTOR, useFactory: () => ng1Injector},
                  {provide: SCOMPILER,
                    useFactory: () => ng1Injector.get(SCOMPILER),
                  }
                ],
                entryComponents: this.downgradedComponents
              }; ngModule.$inject = [
                resolveForwardRef(this.ng2AppModule)
              ]; this.moduleRef = ref; return ng2BootstrapDeferred.resolve(ng1Injector),
            }, onError)
          .then(() => {
            subscription.unsubscribe();
            console.warn('A digest was triggered while one was already in progress. This may mean that something is triggering digests outside the Angular zone.');
          })
        });
      };
```
this.callbacks.push(callback);
} } 

resolve(injector: Injector) { this.injector = injector; 
// reset the
// element data to point to the real injector
this.element.data !(controllerKey(INJECTOR_KEY), injector);
// clean out the element to prevent memory leaks
this.element = null !; 
// run all the queued callbacks

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

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

// reset the
// element data to point to the real injector
this.element.data !(controllerKey(INJECTOR_KEY), injector);
// clean out the element to prevent memory leaks
this.element = null !; 
// run all the queued callbacks

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

 /**
 * Use
 * `UpgradeAdapterRef` to control a hybrid AngularJS / Angular application.
 * 
 * @deprecated Deprecated since v5. Use `upgrade/static` instead, which also supports
 * [Ahead-of-Time compilation](guide/aot-compiler).
 * @publicApi
 */
export class UpgradeAdapterRef {
  /* @internal */
  private _readyFn: ((upgradeAdapterRef: UpgradeAdapterRef) => void)|null = null !;

  public ng1RootScope: IRootScopeService = null !;
  public ng1Injector: IInjectorService = null !;
  public ng2ModuleRef: NgModuleRef<any> = null !;
  public ng2Injector: Injector = null !;

  /* @internal */
  private _bootstrapDone(ngModuleRef: NgModuleRef<any>, ng1Injector: IInjectorService) {
    this.ng2ModuleRef = ngModuleRef;
    this.ng2Injector = ngModuleRef.injector;
    this.ng1Injector = ng1Injector;
    this.ng1RootScope = ng1Injector.get($ROOT_SCOPE);
    this._readyFn && this._readyFn(this);
  }

  /**
   * Register a callback function which is notified upon successful hybrid
   * AngularJS / Angular application has been bootstrapped.
   * 
   * The `ready` callback function is invoked
   * inside the Angular zone, therefore it does not
   * require a call to `$apply()`.
   */
  public ready(fn: (upgradeAdapterRef: UpgradeAdapterRef) => void) { this._readyFn = fn; }

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

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

export * from './index';

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* /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-
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  zip/esm2015/static/src/downgrade_module.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm2015/static/testing/src/create/angularjs_testing_module.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/src/dynamic/src/upgrade_ng1_adapter.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/src/common/src/component_info.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/src/common/src/version.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/static/testing/src/create/angularjs_testing_module.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/src/common/src/upgrade_module.js
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  zip/esm5/src/common/src/util.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/src/common/src/upgrade_adapter.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/src/common/src/downgrade_component_adapter.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/src/common/src/downgrade_component.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/public_api.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/static/src/util.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/static/src/downgrade_module.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/index.js
zip/esm2015/static/src/upgrade_module.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm2015/src/common/src/promise_util.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/src/common/src/version.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/src/common/src/promise_util.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm2015/static/testing/index.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm2015/src/common/src/upgrade_helper.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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**1.385 cipher-base 1.0.4**

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 * @param classVisitor a {@link ClassVisitor} to which this visitor will delegate calls.
 * @throws IllegalStateException If a subclass calls this constructor.
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 * @param methodVisitor the method visitor to which this adapter delegates calls.
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 * @param descriptor the method's descriptor (see {@link Type}).
 * @param methodVisitor the method visitor to which this adapter delegates calls.
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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/util/atomic/SpscUnboundedAtomicArrayQueue.java

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

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jar/rx/internal/util/atomic/AtomicReferenceArrayQueue.java
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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/util/atomic/SpscExactAtomicArrayQueue.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/util/atomic/SpscAtomicArrayQueue.java

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

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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/annotations/package-info.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/exceptions/package-info.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/functions/package-info.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/plugins/RxJavaHooks.java
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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/ExceptionsUtils.java
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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/OnSubscribeCreate.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/SingleOnErrorReturn.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/SingleTimeout.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/OnSubscribeOnAssemblySingle.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/BackpressureOverflow.java
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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/util/ExceptionsUtils.java
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jar/rx/internal/operators/SingleOperatorZip.java
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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/observables/AsyncOnSubscribe.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/util/BlockingUtils.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/SingleSubscriber.java

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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/SingleEmitter.java
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This package contains code that relies on sun.misc.Unsafe. Before using it you MUST assert UnsafeAccess.isUnsafeAvailable() == true

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

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

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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/observables/SyncOnSubscribe.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/plugins/RxJavaObservableExecutionHookDefault.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/functions/Func2.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/BlockingOperatorNext.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/schedulers/GenericScheduledExecutorService.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/OperatorIgnoreElements.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/schedulers/TrampolineScheduler.java
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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/subscriptions/BooleanSubscription.java
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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/subjects/UnicastSubject.java
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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/subscriptions/SerialSubscription.java
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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/OperatorAny.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/OperatorSubscribeOn.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/observables/GroupedObservable.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/BufferUntilSubscriber.java
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jar/rx/internal/schedulers/ImmediateScheduler.java
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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1.jar/rx/observers/SafeSubscriber.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1.jar/rx/functions/Func4.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1.jar/rx/internal/operators/OperatorDoOnSubscribe.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1.jar/rx/subscriptions/RefCountSubscription.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1.jar/rx/internal/util/ScalarSynchronousObservable.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/SingleOperatorCast.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/subjects/ReplaySubject.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/functions/Func7.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/schedulers/Schedulers.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/functions/Action2.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/OperatorSerialize.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/OperatorScan.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/OperatorOnBackpressureDrop.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/operators/OnSubscribeGroupJoin.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/functions/Action9.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/Producer.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/functions/Action1.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/observers/Subscribers.java

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* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/producers/SingleDelayedProducer.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/producers/ProducerObserverArbiter.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/producers/QueuedValueProducer.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/producers/QueuedProducer.java
* /opt/cola/permits/1145449550_1616155815.36/0/rxjava-1-3-8-sources-1-jar/rx/internal/producers/
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1.397 core-util-is 1.0.2
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Arne Seime - https://github.com/seime
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   888      8   888ooo88P'      `8888'
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Description: Makes the generated copyright headers reproducible

Author: Emmanuel Bourg <ebourg@apache.org>

Forwarded: no

--- a/make/jdk/src/classes/build/tools/cldrconverter/CopyrightHeaders.java
+++ b/make/jdk/src/classes/build/tools/cldrconverter/CopyrightHeaders.java
@@ -26,6 +26,7 @@
package build.tools.cldrconverter;
import java.util.Calendar;
+import java.util.Date;
import java.util.GregorianCalendar;
import java.util.Locale;
import java.util.TimeZone;
@@ -150,8 +151,14 @@
}
private static int getYear() {
-        return new GregorianCalendar(TimeZone.getTimeZone("America/Los_Angeles"),
-                                         Locale.US).get(Calendar.YEAR);
+        Date date = new Date();
+        if (System.getenv("SOURCE_DATE_EPOCH") != null) {
+            date = new Date(1000 * Long.valueOf(System.getenv("SOURCE_DATE_EPOCH")));
+        }
+        GregorianCalendar calendar = new GregorianCalendar(TimeZone.getTimeZone("UTC"), Locale.ENGLISH);
+        calendar.setTime(date);
+        return calendar.get(Calendar.YEAR);
}

// no instantiation
--- a/make/jdk/src/classes/build/tools/generatelsrequivmaps/EquivMapsGenerator.java
+++ b/make/jdk/src/classes/build/tools/generatelsrequivmaps/EquivMapsGenerator.java
@@ -33,9 +33,13 @@
import java.time.ZoneId;
import java.util.Date;
import java.util.GregorianCalendar;
import java.util.Locale;
import java.util.TimeZone;
@@ -150,8 +151,14 @@
}
private static int getYear() {
-        return new GregorianCalendar(TimeZone.getTimeZone("America/Los_Angeles"),
-                                         Locale.US).get(Calendar.YEAR);
+        Date date = new Date();
+        if (System.getenv("SOURCE_DATE_EPOCH") != null) {
+            date = new Date(1000 * Long.valueOf(System.getenv("SOURCE_DATE_EPOCH")));
+        }
+        GregorianCalendar calendar = new GregorianCalendar(TimeZone.getTimeZone("UTC"), Locale.ENGLISH);
+        calendar.setTime(date);
+        return calendar.get(Calendar.YEAR);
}

// no instantiation
import java.time.ZonedDateTime;
import java.util.ArrayList;
+import java.util.Calendar;
+import java.util.Date;
+import java.util.GregorianCalendar;
import java.util.List;
import java.util.Locale;
import java.util.Map;
+import java.util.TimeZone;
import java.util.TreeMap;

/**
 * @@ -225,8 +229,15 @@
     + "}"
     
     private static String getOpenJDKCopyright() {
-        int year = ZonedDateTime.now(ZoneId.of("America/Los_Angeles")).getYear();
+        Date date = new Date();
+        if (System.getenv("SOURCE_DATE_EPOCH") != null) {
+            date = new Date(1000 * Long.valueOf(System.getenv("SOURCE_DATE_EPOCH")));
+        }
+        
+        GregorianCalendar calendar = new GregorianCalendar(TimeZone.getTimeZone("UTC"), Locale.ENGLISH);
+        calendar.setTime(date);
+        
+        int year = calendar.get(Calendar.YEAR);
+        return String.format(Locale.US, COPYRIGHT, year);
     }

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* https://github.com/eclipse-ee4j/jaf

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JUnit (4.12)

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1.420 jnr-constants 0.9.12

1.421 jackson 2.9.10
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1.423 freemarker 2.3.30

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Ajay Joshi <jaj@google.com>
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* java.sun.security.ssl

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* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/type/filter/AspectJTypeFilter.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/convert/ConversionFailedException.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/DecoratingClassLoader.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/type/ClassMetadata.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/serializer/DefaultDeserializer.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/env/CompositePropertySource.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/io/support/DefaultPropertySourceFactory.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/io/support/DefaultPropertySourceFactory.java
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  jar/org/springframework/core/task/TaskTimeoutException.java
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  jar/org/springframework/core/convert/support/NumberToCharacterConverter.java
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jar/org/springframework/core/io/support/ResourcePropertySource.java
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* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources.jar/org/springframework/core/NestedRuntimeException.java
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  jar/org/springframework/core/io/support/PropertySourceFactory.java
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org.springframework.core.ReactiveAdapterRegistry$SpringCoreBlockHoundIntegration

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1.438 glibc 2.28-10

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/**
 * Poly1305 message authentication code, designed by D. J. Bernstein.
 * Poly1305 computes a 128-bit (16 bytes) authenticator, using a 128 bit nonce and a 256 bit key consisting of a 128 bit key applied to an underlying cipher, and a 128 bit key (with 106 effective key bits) used in the authenticator.
 * The polynomial calculation in this implementation is adapted from the public domain <a href="https://github.com/floodyberry/poly1305-donna">poly1305-donna-unrolled</a> C implementation by Andrew M (@floodyberry).
 * @see Poly1305KeyGenerator
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/**
 * SPHINCS-256 signer.
 * <p>
 * This implementation is heavily based on the reference implementation in SUPERCOP, the main difference being
 * the digests used
 * for message hashing and tree construction are now configurable (within limits...) and that the implementation
 * produces
 * detached signatures.
 * </p>
 * <p>
 * <p>
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/**
 * Magic value for proprietary OpenSSH private key.
 **/

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1.440 miller-rabin 4.0.1

1.441 nettle 3.4.1-1
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* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/string/package-info.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/CorruptedFrameException.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/DecoderException.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/MessageAggregator.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/marshalling/LimitingByteInput.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/ReplayingDecoder.java
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jar/io/netty/handler/codec/marshalling/package-info.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/DecoderResult.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/package-info.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/marshalling/MessageToBufferEncoder.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/marshalling/MessageToBufferDecoder.java
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* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
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* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/ProtocolDetectionState.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/headersUtils.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/compression/Lz4XXHash32.java

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/opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1.jar/io/netty/handler/codec/DecoderResultProvider.java
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* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/compression/MessageAggregationException.java

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 */

/**
**
* Utility class for {@link ByteBuf} that encodes and decodes to and from
* <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
*<p>
* The encoding and decoding algorithm in this class has been derived from
*<a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
* Base64 Encoder/Decoder</a>.
*/

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* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/ValueConverter.java

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* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/DateFormatter.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/CodecOutputList.java
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-jar/io/netty/handler/codec/string/LineEncoder.java

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/**
 * A decoder that splits the received ByteBufs dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * <p>
 * LengthFieldBasedFrameDecoder has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
*
* `<h3>2 bytes length field at offset 0, do not strip header</h3>`
*
* The value of the length field in this example is `<tt>12 (0x0C)</tt>` which
* represents the length of "HELLO, WORLD". By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field. Therefore, it can be decoded with the simplistic parameter
* combination.
* `<pre>`
* `<b>lengthFieldOffset</b>   = `<b>0</b>`
* `<b>lengthFieldLength</b>   = `<b>2</b>`
* `lengthAdjustment    = 0`
* `initialBytesToStrip = 0 (= do not strip header)`
* `</pre>`
*
* `<h3>2 bytes length field at offset 0, strip header</h3>`
*
* Because we can get the length of the content by calling
* `{@link ByteBuf#readableBytes()}`, you might want to strip the length
* field by specifying `<tt>initialBytesToStrip</tt>`. In this example, we
* specified `<tt>2</tt>`, that is same with the length of the length field, to
* strip the first two bytes.
* `<pre>`
* `lengthFieldOffset   = 0`
* `lengthFieldLength   = 2`
* `lengthAdjustment    = 0`
* `<b>initialBytesToStrip</b> = `<b>2</b>` (= the length of the Length field)`
* `</pre>`
*
* `<h3>2 bytes length field at offset 0, do not strip header, the length field
* represents the length of the whole message</h3>`
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
message header. In such a case, we specify a non-zero
lengthAdjustment. Because the length value in this example message
is always greater than the body length by >2, we specify >2 for
as lengthAdjustment for compensation.

```
lengthFieldOffset   =  0
lengthFieldLength   =  2
lengthAdjustment   =  -2 (= the length of the Length field)
initialBytesToStrip =  0
```

BEFORE DECODE (14 bytes)                  AFTER DECODE (14 bytes)

```
<table>
<thead>
<tr>
<th>Length</th>
<th>Actual Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x000E</td>
<td>&quot;HELLO, WORLD&quot;</td>
</tr>
</tbody>
</table>
```

```
</pre>
```

The following message is a simple variation of the first example. An extra
header value is prepended to the message. lengthAdjustment is zero
again because the decoder always takes the length of the prepended data into
account during frame length calculation.

```
lengthFieldOffset   =  2 (= the length of Header 1)
lengthFieldLength   =  3
lengthAdjustment   =  0
initialBytesToStrip =  0
```

BEFORE DECODE (17 bytes)                  AFTER DECODE (17 bytes)

```
<table>
<thead>
<tr>
<th>Header 1</th>
<th>Length</th>
<th>Actual Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xCAFE</td>
<td>0x00000C</td>
<td>&quot;HELLO, WORLD&quot;</td>
</tr>
</tbody>
</table>
```

```
</pre>
```

This is an advanced example that shows the case where there is an extra
header between the length field and the message body. You have to specify a
positive lengthAdjustment so that the decoder counts the extra
header into the frame length calculation.

```
lengthFieldOffset   =  0
lengthFieldLength   =  3
lengthAdjustment   =  2 (= the length of Header 1)
initialBytesToStrip =  0
```

```
* BEFORE DECODE (17 bytes)      AFTER DECODE (17 bytes)
* +-------------------------------+-------------------------------+
*    Length | Header 1 | Actual Content | --- > Length | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE | "HELLO, WORLD" |            | 0x00000C | 0xCAFE | "HELLO, WORLD" |
* +-------------------------------+-------------------------------+
* </pre>
*
* \h3> 2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>
*
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the \tt>lengthFieldOffset</tt> and the extra
* header affects the \tt>lengthAdjustment</tt>. We also specified a non-zero
* \tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify \tt>0</tt> for \tt>initialBytesToSkip</tt>.
* \pre>
* lengthFieldOffset = 1 (the length of HDR1)
* lengthFieldLength = 2
* \h>lengthAdjustment</h> = \h>1</h> (the length of HDR2)
* \h>initialBytesToStrip</h> = \h>3</h> (the length of HDR1 + LEN)
* 
* BEFORE DECODE (16 bytes)                  AFTER DECODE (13 bytes)
* +-------------------------------+-------------------------------+
*    HDR1 | Length | HDR2 | Actual Content | --- > HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |            | 0xFE | "HELLO, WORLD" |
* +-------------------------------+-------------------------------+
* </pre>
*
* \h3> 2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field
* represents the length of the whole message</h3>
*
* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into \tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* \pre>
* lengthFieldOffset = 1
* lengthFieldLength = 2
* \h>lengthAdjustment</h> = \h>-3</h> (the length of HDR1 + LEN, negative)
* \h>initialBytesToStrip</h> = \h>3</h>
*
* BEFORE DECODE (16 bytes)                  AFTER DECODE (13 bytes)
* +-------------------------------+-------------------------------+
* | HDR1  | Length | HDR2  | Actual Content | HDR2  | Actual Content |
* | 0xCA  | 0x0010 | 0xFE  | "HELLO, WORLD" | 0xFE  | "HELLO, WORLD" |
* +--------------------------------+----------------+* </pre>
* @see LengthFieldPrepender
*/

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 * Enumeration of supported Base64 dialects.
 * <p>
 * The internal lookup tables in this class have been derived from
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 * Base64 Encoder/Decoder</a>.
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068233848_1594324549.89/0/netty-codec-4-1-50-final-sources-1-
  jar/io/netty/handler/codec/base64/Base64Dialect.java

1.455 jersey 2.28
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1.462 hk2-locator 2.5.0

1.463 reflectasm 1.10.1

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1.466 xorg 7.7+19

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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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1.467 jaxb-api 2.4.0-b180830.0359
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1.469 xmlrpc-common 3.1.3

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1.473 python-defaults 2.7.16 1

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This is the Debian GNU/Linux prepackaged version of the Python programming language. Python was written by Guido van Rossum <guido@cwi.nl> and others.

This package was put together by Klee Dienes <klee@debian.org> from sources from ftp.python.org:/pub/python, based on the Debianization by
the previous maintainers Bernd S. Brentrup <bsb@uni-muenster.de> and
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--------------------------------------------------------------

A. HISTORY OF THE SOFTWARE
==========================

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

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

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

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

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dh_python2, pyccompile, pyclean and debpython module:

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1.474 buffer-xor 1.0.3

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* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/errors/AuthenticationHostException.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/errors/AuthenticationCredentialsException.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/errors/EncodingException.java
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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
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* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/tags/BaseEncodeTag.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/tags/EncodeForVBScriptTag.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/tags/EncodeForHTMLTag.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/tags/EncodeForHTMLAttributeTag.java

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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
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Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/reference/Log4JLogFactory.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/reference/AbstractAccessReferenceMap.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/reference/DefaultHTTPUtilities.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/reference/Log4JLogger.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/reference/Log4JLoggerFactory.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/reference/DefaultSecurityConfiguration.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/Validator.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/codecs/OracleCodec.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/reference/crypto/ReferenceEncryptedProperties.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/reference/FileBasedAuthenticator.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/reference/RandomAccessReferenceMap.java

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*  
* @author Matt Seil (mseil .at. owasp.org)  
* @created 2017  
*  
* @author Jeff Williams (jeff.williams .at. aspectsecurity.com) <a  
* href="http://www.aspectsecurity.com">Aspect Security</a>  
* @created 2007  
*/  

Found in path(s):  
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/codecs/AbstractCharacterCodec.java  
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/codecs/AbstractIntegerCodec.java  
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* @author Patrick Higgins  
* @created 2010  
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Found in path(s):  
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/ExecuteResult.java  
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jar/org/owasp/esapi/logging/cleaning/CodecLogScrubber.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-
jar/org/owasp/esapi/logging/slf4j/SLf4JLogLevelHandlers.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-
jar/org/owasp/esapi/logging/slf4j/SLf4JLogLevelHandler.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-
jar/org/owasp/esapi/logging/cleaning/LogScrubber.java
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Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-
jar/org/owasp/esapi/codecs/XMLEntityCodec.java
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 * @created 2017
 * 
 * @author Jeff Williams (jeff.williams .at. aspectsecurity.com) <a
 * href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
 */
Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-
  jar/org/owasp/esapi/codecs/HTMLEntityCodec.java
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* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-
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 * 
 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @author Jim Manico (jim@manico.net) <a href="http://www.manico.net">Manico.net</a>
 * 
 * @created 2007
 */

Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-
  jar/org/owasp/esapi/reference/DefaultValidator.java
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/**
 * OWASP Enterprise Security API (ESAPI)
/**
 * The method is ESAPI's Key Derivation Function (KDF) that computes a
 * derived key from the {@code keyDerivationKey} for either
 * encryption / decryption or for authentication.
 * @param keyDerivationKey A key used as an input to a key derivation function
 * to derive other keys. This is the key that generally
 * is created using some key generation mechanism such as
 * { @link CryptoHelper#generateSecretKey(String, int) }. The
 * "input" key from which the other keys are derived.
 * The derived key will have the same algorithm type
 * as this key. This KDK cannot be null.
 * @param keySize The cipher's key size (in bits) for the { @code keyDerivationKey }.
 * Must have a minimum size of 56 bits and be an integral multiple of 8-bits.
 * @param purpose The purpose for the derived key. For the ESAPI reference implementation,
 * { @code JavaEncryptor }, this <i>must</i> be either the string "encryption" or
* "authenticity", where "encryption" is used for creating a derived key to use
* for confidentiality, and "authenticity" is used for creating a derived key to
* use with a MAC to ensure message authenticity. However, since parameter serves
* the same purpose as the "Label" in section 5.1 of NIST SP 800-108, it really can
* be set to anything other than [@code null] or an empty string when called outside
* of [@code JavaEncryptor].
* @return The derived [@code SecretKey] to be used according
* to the specified purpose.
* @throws NoSuchAlgorithmException The [@code keyDerivationKey] has an unsupported
* encryption algorithm or no current JCE provider supports
* "HmacSHA1".
* @throws EncryptionException If "UTF-8" is not supported as an encoding, then
* this is thrown with the original [@code UnsupportedEncodingException]
* as the cause. (NOTE: This should never happen as "UTF-8" is supposed to
* be a common encoding supported by all Java implementations. Support
* for it is usually in rt.jar.)
* @throws InvalidKeyException Likely indicates a coding error. Should not happen.
* @throws EncryptionException Throw for some precondition violations.
* */

Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-
jar/org/owasp/esapi/crypto/KeyDerivationFunction.java
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// version.

Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-
jar/org/owasp/esapi/crypto/CipherTextSerializer.java
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 *
 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
 */
/**
* An IntrusionException should be thrown anytime an error condition arises that is likely to be the result of an attack in progress. IntrusionExceptions are handled specially by the IntrusionDetector, which is equipped to respond by either specially logging the event, logging out the current user, or invalidating the current user's account.

* <p>

* Unlike other exceptions in the ESAPI, the IntrusionException is a RuntimeException so that it can be thrown from anywhere and will not require a lot of special exception handling.

* @author Jeff Williams (jeff.williams@aspectsecurity.com)

*/

Found in path(s):
 */opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/errors/IntrusionException.java

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 *
 * @author Mike Fauzy <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
 */

/**
 * Return a {@code List} of strings of combined cipher modes that support <b>both</b> confidentiality and authenticity. These would be preferred cipher modes to use if your JCE provider supports them. If such a cipher mode is used, no explicit <i>separate</i> MAC is calculated as part of the [{@code CipherText} object upon encryption nor is any attempt made to verify the same on decryption.
 *
 * The list is taken from the comma-separated list of cipher modes specified by the ESAPI property
 *
 * {@code Encryptor.cipher_modes.combined_modes}.
 *
 * @return The parsed list of comma-separated cipher modes if the property was specified in {@code ESAPI.properties}; otherwise the empty list is returned.
 */
Open Source Used In MSX SD-Branch Service Pack 4.0.0

Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/SecurityConfiguration.java

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 * @author Arshan Dabirsiaghi <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2008
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Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/SafeFile.java

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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2009
 */

Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/PreparedString.java

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* @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
* @created 2007
*/
/**
 * The reference implementation sets the work directory, escapes the parameters as per the Codec in use,
 * and then executes the command without using concatenation. The exact, absolute, canonical path of each
 * executable must be listed as an approved executable in the ESAPI properties. The executable must also
 * exist on the disk. All failures will be logged, along with parameters if specified. Set the logParams to false if
 * you are going to invoke this interface with confidential information.
 */

Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-
jar/org/owasp/esapi/reference/DefaultExecutor.java
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/**
 * This methods adds a provider to the { @code SecurityManager}
 * either by some generic name or by the class name.
 * </p><p>
 * The following generic JCE provider names are built-in:
 * </ul>
 * </li>SunJCE</li>
 * </li>IBMJCE [for WebSphere]</li>
 * </li>GnuCrypto [for use with GNU Compiler for Java, i.e., gcj]</li>
 * </li>BC [i.e., Bouncy Castle]</li>
 * </li>IAIK</li>
 * </li>CryptixCrypto (or Cryptix)
 * </li>ABA
 * </ul>
 * Note that neither Cryptix or ABA are actively maintained so
 * it is recommended that you do not start using them for ESAPI
 * unless your application already has a dependency on them. Furthermore,
 * the Cryptix JCE jars likely will not work as the Cryptix code signing
 * certificate has expired as of August 28, 2009. (This likely is true
 * for ABA, but I can't even find a copy to download!). Lastly, the IAIK
 * provider is no longer offered as free, open source. It is not a
* commercial product. See [ @link "http://jce.iaik.tugraz.at/" ] for
* details. While some older versions were offered free, it is not clear
* whether the accompanying license still allows you to use it, and if
* it does, whether or not the code signing certificate used to sign
* their JCE jar(s) has expired are not. Therefore, if you are looking
* for a FOSS alternative to SunJCE, Bouncy Castle
* ([@link "http://www.bouncycastle.org/" ] is probably your best bet. The
* BC provider does support many of the "combined cipher modes" that provide
* both confidentiality and authenticity. (See the [@code Encryptor.cipher_modes.combined_modes] for details.)
* </p>

* For those working in the U.S. federal government, it should be noted
* that <i>none</i> of the providers listed here are considered validated
* by NIST's Cryptographic Module Validation Program and are therefore
* not considered FIPS 140-2 compliant. There are a few approved
* JCE compatible Java libraries that are on NIST's CMVP list, but this
* list changes constantly so they are not listed here. For further details
* on NIST's CMVP, see
* [@link "http://csrc.nist.gov/groups/STM/cmvp/index.html"].
* </p>

* Finally, if you wish to use some other JCE provider not recognized above,
* you must specify the provider's fully-qualified class name (which in
* turn must have a public, no argument constructor).
* </p>

* The application must be given the [@code SecurityPermission] with a
* value of [@code insertProvider.&lt;provider_name&gt;] (where
* &lt;provider_name&gt; is the name of the algorithm provider if
* a security manager is installed.
* </p>

* @param algProvider Name of the JCE algorithm provider. If the name
* contains a ".", this is interpreted as the name
* of a [@code java.security.Provider] class name.
* @param pos The preference position (starting at 1) that the
* caller would like for this provider. If you wish
* for it to be installed as the <i>last</i> provider
* (as of the time of this call), set [@code pos] to -1.
* @return The actual preference position at which the provider was added,
* or -1 if the provider was not added because it is already
* installed.
* @exception NoSuchProviderException - thrown if the provider class
* could not be loaded or added to the [@code SecurityManager] or
* any other reason for failure.
*/

Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-
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 * @author Rogan Dawes <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2008
 */

Found in path(s):
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 * @created 2007
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*/

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* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/Encoder.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/EncryptedProperties.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/AccessController.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/Logger.java

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* 
* @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
* @author kevin.w.wall@gmail.com
* @created 2007
*/

// Using cipher mode that supports *both* confidentiality *and* authenticity? If so, then
// If we are using a "preferred" cipher mode--i.e., one that supports *both* confidentiality and

Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/reference/crypto/JavaEncryptor.java

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* @author Chris Schmidt (chris.schmidt@owasp.org)
* @created 2010
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* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/waf/actions/Action.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/waf/rules/MustMatchRule.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/waf/actions/DefaultAction.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/waf/rules/EnforceHTTPSRule.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/waf/ConfigurationException.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/waf/configuration/AppGuardianConfiguration.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/waf/ConfigurationException.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/waf/configuration/PathExtensionRule.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/waf/configuration/RestrictUserAgentRule.java
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/waf/rules/Rule.java
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* @created    February 6, 2009
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 * @created 2007
 */

/**
 * Executes a system command after checking that the executable exists and
 * escaping all the parameters to ensure that injection is impossible.
 * Implementations must change to the specified working
 * directory before invoking the command.
 *
 * @param executable
 *            the command to execute
 * @param params
 *            the parameters of the command being executed
 * @param workdir
 *            the working directory
 * @param codec
 *            the codec to use to encode for the particular OS in use
 * @param logParams
 *            use false if any parameters contains sensitive or confidential information
 *
 * @return the output of the command being run
 *
 * @throws ExecutorException
 *            the service exception
 */
Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/Executor.java
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/**
 * Encodes and decodes to and from Base64 notation.</p>
 * Homepage: <a href="http://iharder.net/base64">http://iharder.net/base64</a>
 * (based on version 2.2.2).</p>
 *
 * The <tt>options</tt> parameter, which appears in a few places, is used to pass
 * several pieces of information to the encoder. In the "higher level" methods such as
 * encodeBytes( bytes, options ) the options parameter can be used to indicate such
 * things as first gzipping the bytes before encoding them, not inserting linefeeds
 * (though that breaks strict Base64 compatibility), and encoding using the URL-safe
 * and Ordered dialects.</p>
 *
 * The constants defined in Base64 can be OR-ed together to combine options, so you
 * might make a call like this:</p>
 *
 * String encoded = Base64.encodeBytes( mybytes, Base64.GZIP | Base64.DONT_BREAK_LINES
 * );</code>
 *
 * to compress the data before encoding it and then making the output have no newline characters.</p>
 *
 *
 * Original change Log:
 * 
 *
 * v2.2.2 - Fixed encodeFileToFile and decodeFileToFile to use the
 * Base64.InputStream class to encode and decode on the fly which uses
 * less memory than encoding/decoding an entire file into memory before writing.</p>
 *
 * v2.2.1 - Fixed bug using URL_SAFE and ORDERED encodings. Fixed bug
 * when using very small files (~< 40 bytes).</p>
 *
 * v2.2 - Added some helper methods for encoding/decoding directly from
 * one file to the next. Also added a main() method to support command line
 * encoding/decoding from one file to the next. Also added these Base64 dialects:
 * 
 *
 * The default is RFC3548 format.</p>
 *
 * Calling Base64.setFormat(Base64.BASE64_FORMAT.URLSAFE_FORMAT) generates
 * URL and file name friendly format as described in Section 4 of RFC3548.
 * http://www.faqs.org/rfcs/rfc3548.html</p>
 *
 * Calling Base64.setFormat(Base64.BASE64_FORMAT.ORDERED_FORMAT) generates
 * URL and file name friendly format that preserves lexical ordering as described
 * in http://www.faqs.org/qa/rfc-1940.html</p>
 *
 * Special thanks to Jim Kellerman at <a href="http://www.powerset.com">http://www.powerset.com</a>

Open Source Used In MSX SD-Branch Service Pack 4.0.0 3888
* for contributing the new Base64 dialects.
* </li>
* <li>v2.1 - Cleaned up javadoc comments and unused variables and methods. Added some convenience methods for reading and writing to and from files.</li>
* <li>v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems with other encodings (like EBCDIC).</li>
* <li>v2.0.1 - Fixed an error when decoding a single byte, that is, when the encoded data was a single byte.</li>
* <li>v2.0 - I got rid of methods that used booleans to set options. Now everything is more consolidated and cleaner. The code now detects when data that's being decoded is gzip-compressed and will decompress it automatically. Generally things are cleaner. You'll probably have to change some method calls that you were making to support the new options format (int's that you "OR" together).</li>
* <li>v1.5.1 - Fixed bug when decompressing and decoding to a byte[] using decode(String s, boolean gzipCompressed).</li>
* <li>v1.5 - OutputStream.flush() command but doesn't do anything itself. This helps when using GZIP streams. Added the ability to GZip-compress objects before encoding them.</li>
* <li>v1.4 - Added helper methods to read/write files.</li>
* <li>v1.3.6 - Fixed OutputStream.flush() so that 'position' is reset.</li>
* <li>v1.3.5 - Added flag to turn on and off line breaks. Fixed bug in input stream where last buffer being read, if not completely full, was not returned.</li>
* <li>v1.3.4 - Fixed when "improperly padded stream" error was thrown at the wrong time.</li>
* <li>v1.3.3 - Fixed I/O streams which were totally messed up.</li>
* </ul>
* </p>
* I am placing this code in the Public Domain. Do with it as you will.
* This software comes with no guarantees or warranties but with plenty of well-wishing instead!
* Please visit http://iharder.net/base64 periodically to check for updates or to contribute improvements.
* </p>
* @author Robert Harder
* @author rob@iharder.net
* @version 2.2.2
*/

Found in path(s):
* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/codecs/Base64.java
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 * @created 2007
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* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-
  jar/org/owasp/esapi/codecs/CSSCodec.java
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/**
 * The method is ESAPI's Key Derivation Function (KDF) that computes a
 * derived key from the {@code keyDerivationKey} for either
 * encryption / decryption or for authentication.
 *
 * <p>
 * <b>CAUTION:</b> If this algorithm for computing derived keys from the
 * key derivation key is <i>ever</i> changed, we risk breaking backward compatibility of being
 * able to decrypt data previously encrypted with earlier / different versions
 * of this method. Therefore, do not change this unless you are 100% certain that
 * what you are doing will NOT change either of the derived keys for
 * ANY "key derivation key" AT ALL!!!
 *
 * <p>
 * <b>NOTE:</b> This method is generally not intended to be called separately.
 * It is used by ESAPI's reference crypto implementation class {@code JavaEncryptor}
 * and might be useful for someone implementing their own replacement class, but
 * generally it is not something that is useful to application client code.
 *
 * @param keyDerivationKey A key used as an input to a key derivation function
 * to derive other keys. This is the key that generally
 * is created using some key generation mechanism such as
 * {@link #generateSecretKey(String, int)}. The
 * "input" key from which the other keys are derived.
 * The derived key will have the same algorithm type
 * as this key.
 *
 * @param keySize The cipher's key size (in bits) for the {@code keyDerivationKey}.
 * Must have a minimum size of 56 bits and be an integral multiple of 8-bits.
 * <b>Note:</b> The derived key will have the same size as this.
* @param purpose The purpose for the derived key. Must be either the
* string "encryption" or "authenticity". Use "encryption" for
* creating a derived key to use for confidentiality, and "authenticity"
* for a derived key to use with a MAC to ensure message authenticity.
* @return The derived {@code SecretKey} to be used according
* to the specified purpose. Note that this serves the same purpose
* as "label" in section 5.1 of NIST SP 800-108.
* @throws NoSuchAlgorithmException The {@code keyDerivationKey} has an unsupported
* encryption algorithm or no current JCE provider supports
* "HmacSHA1".
* @throws EncryptionException If "UTF-8" is not supported as an encoding, then
* this is thrown with the original {@code UnsupportedEncodingException}
* as the cause. (NOTE: This should never happen as "UTF-8" is supposed to
* be a common encoding supported by all Java implementations. Support
* for it is usually in rt.jar.)
* @throws InvalidKeyException Likely indicates a coding error. Should not happen.
* @throws EncryptionException Throw for some precondition violations.
* @deprecated Use{@code KeyDerivationFunction} instead. This method will be removed as of
* ESAPI release 2.3 so if you are using this, please change your code.
*/
/**
* Return true if specified cipher mode is one of those specified in the
* {@code ESAPI.properties} file that supports both confidentiality
* authenticity (i.e., a "combined cipher mode" as NIST refers
* to it).
* @param cipherMode The specified cipher mode to be used for the encryption
* or decryption operation.
* @return true if the specified cipher mode is in the comma-separated list
* of cipher modes supporting both confidentiality and authenticity;
* otherwise false.
* @see org.owasp.esapi.SecurityConfiguration#getCombinedCipherModes()
*/

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 *
 * @created 2008
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// Because attribute values may be confidential, we don't want to log them!

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* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/errors/EnterpriseSecurityRuntimeException.java
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* /opt/cola/permits/1135894973_1613626862.75/0/esapi-2-2-0-0-sources-3-jar/org/owasp/esapi/codecs/PushbackSequence.java

### 1.481 util-linux 2.33.1 0.1

1.481.1 Available under license:

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  1991, 1992 Linus Torvalds
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  1992 A. V. Le Blanc (LeBlanc@mcc.ac.uk)
  1992-1997 Michael K. Johnson, johnsonm@redhat.com
   2003, 2004, 2005, 2008 Theodore Ts'o <tytso@mit.edu>
  1994 Kevin E. Martin (martin@cs.unc.edu)
  1994 Salvatore Valente <svalente@mit.edu>
  1994,1996 Alessandro Rubini (rubini@ipvvis.unipv.it)
  1994-2005 Jeff Tranter (tranter@pobox.com)
1995, 1999, 2000 Andries E. Brouwer <aeb@cwi.nl>
1997-2005 Frodo Looijaard <frodo@frodo.looijaard.name>
1998 Danek Duvall <duvall@alumni.princeton.edu>
1999 Andreas Dilger
1999-2002 Transmeta Corporation
2000 Werner Almesberger
2004-2006 Michael Holzt, kju- at- fqdn.org
2005 Adrian Bunk
2007-2014 Karel Zak <kzak@redhat.com>
2007, 2011 SuSE LINUX Products GmbH
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2008 James Youngman <jay@gnu.org>
2008 Roy Peled, the.roy.peled -at- gmail.com
2009 Mikhail Gusarov <dottedmag@dottedmag.net>
2010, 2011, 2012 Davidlohr Bueso <dave@gnu.org>
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term-utils/script.c
term-utils/ttymsg.c
term-utils/wall.c
term-utils/write.c
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 */

/*$Id: Version.src 1225426 2011-12-29 04:13:08Z mrglavas $*/

package org.apache.xalan;

/**
 * Administrative class to keep track of the version number of
 * the Xalan release.
 * <P>This class implements the upcoming standard of having
 * org.apache.project-name.Version.getVersion() be a standard way
 * to get version information. This class will replace the older
 * org.apache.xalan.processor.Version class.</P>
 * <P>See also: org/apache/xalan/res/XSLTInfo.properties for
 * information about the version of the XSLT spec we support.</P>
 * @xsl.usage general
 */

public class Version
{

/**
 * Get the basic version string for the current Xalan release.
 * Version String formatted like
 * &lt;CODE&gt;"&lt;B&gt;Xalan&lt;/B&gt; &lt;B&gt;Java&lt;/B&gt; v.r[.dd] &lt;B&gt;D&lt;/B&gt;&lt;B&gt;nn]&lt;/CODE&gt;.
 * 
 * Futurework: have this read version info from jar manifest.
* @return String denoting our current version
*/
public static String getVersion()
{
    return getProduct() + " " + getImplementationLanguage() + " "
            + getMajorVersionNum() + "." + getReleaseVersionNum() + "" 
            + ((getDevelopmentVersionNum() > 0) ?
            ("D" + getDevelopmentVersionNum()) : ("" + getMaintenanceVersionNum()));
}

/**
 * Print the processor version to the command line.
 * @param argv command line arguments, unused.
 */
public static void main(String argv[])
{
    System.out.println(getVersion());
}

/**
 * Name of product: Xalan.
 */
public static String getProduct()
{
    return "Xalan";
}

/**
 * Implementation Language: Java.
 */
public static String getImplementationLanguage()
{
    return "Java";
}

/**
 * Major version number.
 * Version number. This changes only when there is a
 * significant, externally apparent enhancement from
 * the previous release. 'n' represents the n'th
 * version.
 * Clients should carefully consider the implications
 * of new versions as external interfaces and behaviour
 * may have changed.
public static int getMajorVersionNum()
{
    return @version.VERSION@;
}

/**
 * Release Number.
 * Release number. This changes when:
 * - a new set of functionality is to be added, eg,
 *   implementation of a new W3C specification.
 * - API or behaviour change.
 * - its designated as a reference release.
 */
public static int getReleaseVersionNum()
{
    return @version.RELEASE@;
}

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static int getMaintenanceVersionNum()
{
    return @version.MINOR@;
}

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 * a specific release. D01 is the first development drop
 * of a new release.
 * Development drops are works in progress towards a
 * completed, final release. A specific development drop
 * may not completely implement all aspects of a new
 * feature, which may take several development drops to
 * complete. At the point of the final drop for the
 * release, the D suffix will be omitted.
 * Each 'D' drops can contain functional enhancements as
well as defect fixes. 'D' drops may not be as stable as
the final releases.

```
public static int getDevelopmentVersionNum()
{
    try {
        if ("@version.DEVELOPER@".length() == 0)
            return 0;
        else
            return Integer.parseInt("@version.DEVELOPER@");
    } catch (NumberFormatException nfe) { return 0; }
}
```

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/Version.src

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```

```
This is a special exception that is used to stop parsing when
search for an element. For instance, when searching for xml:stylesheet
PIs, it is used to stop the parse once the document element is found.
```

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/StopParseException.java
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 */

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/XPathLexer.java

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 * limitations under the License.
 */

/*
 * $Id: Version.src 468654 2006-10-28 07:09:23Z minchau $
 */

package org.apache.xml.serializer;

/*
 * Administrative class to keep track of the version number of
 */
* the Serializer release.
* <P>This class implements the upcoming standard of having
* org.apache.project-name.Version.getVersion() be a standard way
* to get version information.</P>
* @xsl.usage general
*/

public final class Version
{

/**
 * Get the basic version string for the current Serializer.
 * Version String formatted like
 * <CODE>"<B>Serializer</B> <B>Java</B> v.r<.dd| <B>D</B>nn"</CODE>.
 *
 * Futurework: have this read version info from jar manifest.
 *
 * @return String denoting our current version
 */

public static String getVersion()
{
    return getProduct() + "" + getImplementationLanguage() + ""
            + getMajorVersionNum() + "." + getReleaseVersionNum() + ""
            + ((getDevelopmentVersionNum() > 0) ?
                ("D" + getDevelopmentVersionNum()) : ("" + getMaintenanceVersionNum()));
}

/**
 * Print the processor version to the command line.
 *
 * @param argv command line arguments, unused.
 */

public static void main(String argv[])
{
    System.out.println(getVersion());
}

/**
 * Name of product: Serializer.
 */

public static String getProduct()
{
    return "Serializer";
}

/**
 * Implementation Language: Java.
 */

public static String getImplementationLanguage()
/**
 * Major version number.
 * Version number. This changes only when there is a
 * significant, externally apparent enhancement from
 * the previous release. 'n' represents the n'th
 * version.
 *
 * Clients should carefully consider the implications
 * of new versions as external interfaces and behaviour
 * may have changed.
 */
public static int getMajorVersionNum()
{
    return @version.VERSION@;
}

/**
 * Release Number.
 * Release number. This changes when:
 * - a new set of functionality is to be added, eg,
 *   implementation of a new W3C specification.
 * - API or behaviour change.
 * - its designated as a reference release.
 */
public static int getReleaseVersionNum()
{
    return @version.RELEASE@;
}

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static int getMaintenanceVersionNum()
{
    return @version.MINOR@;
}
/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 * a specific release. D01 is the first development drop
 * of a new release.
 *
 * Development drops are works in progress towards a
 * completed, final release. A specific development drop
 * may not completely implement all aspects of a new
 * feature, which may take several development drops to
 * complete. At the point of the final drop for the
 * release, the D suffix will be omitted.
 *
 * Each 'D' drops can contain functional enhancements as
 * well as defect fixes. 'D' drops may not be as stable as
 * the final releases.
 */

public static int getDevelopmentVersionNum()
{
    try {
        if ((new String("@version.DEVELOPER@"))).length() == 0)
            return 0;
        else
            return Integer.parseInt("@version.DEVELOPER@");
    } catch (NumberFormatException nfe) {
        return 0;
    }
}

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/Version.src
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*/
/**
* Major version number.
* Version number. This changes only when there is a
* significant, externally apparent enhancement from
* the previous release. 'n' represents the n'th
* version.
* Clients should carefully consider the implications
* of new versions as external interfaces and behaviour
* may have changed.
*/

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/Version.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLProcessorVersion.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/Version.java
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// Attribution to: "Voytenko, Dimitry" <DVoytenko@SECTORBASE.COM>

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToHTMLStream.java
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// Proprietary
/** The 'document-location()' id (Proprietary). */

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/compiler/FunctionTable.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/Encodings.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/XMLEntities.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_text.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_xml.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTInfo.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_xml.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/Makefile.inc
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_unknown.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/HTMLEntities.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/Makefile.inc
jar/org/apache/xml/serializer/output_html.properties
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/* $Id: xpath.cup 1225752 2011-12-30 04:12:46Z mrglavas $ */

/*
 * @author Jacek Ambroziak
 * @author Santiago Pericas-Geertsen
 * @author Morten Jorgensen
 * @author G. Todd Miller
*/

package org.apache.xalan.xsltc.compiler;

import java.util.Stack;
import java.util.Vector;
import java.io.StringReader;
import java_cup.runtime.*;

import org.apache.xml.dtm.DTM;
import org.apache.xalan.xsltc.DOM;
import org.apache.xalan.xsltc.Axis;
import org.apache.xalan.xsltc.runtime.Operators;
import org.apache.xalan.xsltc.compiler.util.ErrorMsg;

parser code {
  /**
   * Used by function calls with no args.
   */

static public final Vector EmptyArgs = new Vector(0);

/**
 * Reference to non-existing variable.
 */
static public final VariableRef DummyVarRef = null;

/**
 * Reference to the Parser class.
 */
private Parser _parser;
private XSLTC _xsltc;

/**
 * String representation of the expression being parsed.
 */
private String _expression;

/**
 * Line number where this expression/pattern was declared.
 */
private int _lineNumber = 0;

/**
 * Reference to the symbol table.
 */
public SymbolTable _symbolTable;

public XPathParser(Parser parser) {
    _parser = parser;
    _xsltc = parser.getXSLTC();
    _symbolTable = parser.getSymbolTable();
}

public int getLineNumber() {
    return _lineNumber;
}

public QName getQNameIgnoreDefaultNs(String name) {
    return _parser.getQNameIgnoreDefaultNs(name);
}

public QName getQName(String namespace, String prefix, String localname) {
    return _parser.getQName(namespace, prefix, localname);
}

public void setMultiDocument(boolean flag) {
    _xsltc.setMultiDocument(flag);
}
public void setCallsNodeset(boolean flag) {
    _xsltc.setCallsNodeset(flag);
}

public void setHasIdCall(boolean flag) {
    _xsltc.setHasIdCall(flag);
}

/**
 * This method is similar to findNodeType(int, Object) except that it
 * creates a StepPattern instead of just returning a node type. It also
 * differs in the way it handles "[uri]:*" and "[uri]:@*". The last two
 * patterns are expanded as "+[namespace-uri() = 'uri']" and
 * "[@*][namespace-uri() = 'uri']", respectively. This expansion considerably
 * simplifies the grouping of patterns in the Mode class. For this
 * expansion to be correct, the priority of the pattern/template must be
 * set to -0.25 (when no other predicates are present).
 */
  public StepPattern createStepPattern(int axis, Object test, Vector predicates) {
    int nodeType;
    if (test == null) { // "+"
      nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
        (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;

      return new StepPattern(axis, nodeType, predicates);
    } else if (test instanceof Integer) {
      nodeType = ((Integer) test).intValue();

      return new StepPattern(axis, nodeType, predicates);
    } else {
      QName name = (QName)test;
      boolean setPriority = false;
      if (axis == Axis.NAMESPACE) {
        nodeType = (name.toString().equals("*") ? -1 :
          _xsltc.registerNamespacePrefix(name));
      } else {
        final String uri = name.getNamespace();
        final String local = name.getLocalPart();
        final QName namespace_uri =
          _parser.getQNameIgnoreDefaultNs("namespace-uri");
      }
      return new StepPattern(axis, nodeType, predicates);
    }
  }
// Expand {uri}:* to *[namespace-uri() = 'uri'] - same for @*
if (uri != null && (local.equals("")) || local.equals("@"))) {
    if (predicates == null) {
        predicates = new Vector(2);
    }

    // Priority is set by hand if no other predicates exist
    setPriority = (predicates.size() == 0);

    predicates.add(
        new Predicate(
            new EqualityExpr(Operators.EQ,
                new NamespaceUriCall(namespace_uri),
                new LiteralExpr(uri)));
    }

    if (local.equals("")) {
        nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
            NodeTest.ELEMENT;
    } else if (local.equals("@")) {
        nodeType = NodeTest.ATTRIBUTE;
    } else {
        nodeType = (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name) :
            _xsltc.registerElement(name);
    }

    final StepPattern result = new StepPattern(axis, nodeType, predicates);

    // Set priority for case prefix:* and prefix:@* (no predicates)
    if (setPriority) {
        result.setPriority(-0.25);
    }

    return result;
}

public int findNodeType(int axis, Object test) {
    if (test == null) {  // *
        return (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
            (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;
    } else if (test instanceof Integer) {


return ((Integer)test).intValue();
}
else {
    QName name = (QName)test;

    if (axis == Axis.NAMESPACE) {
        return (name.toString().equals("*")) ? -1:
            _xsltc.registerNamespacePrefix(name);
    }

    if (name.getNamespace() == null) {
        final String local = name.getLocalPart();

        if (local.equals("*")) {
            return (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE
                : NodeTest.ELEMENT;
        } else if (local.equals("@*")) {
            return NodeTest.ATTRIBUTE;
        }
    } else {
        return (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name)
            : _xsltc.registerElement(name);
    }
}

/**
 * Parse the expression passed to the current scanner. If this
 * expression contains references to local variables and it will be
 * compiled in an external module (not in the main class) request
 * the current template to create a new variable stack frame.
 * @param lineNumber Line where the current expression is defined.
 * @param external   Set to <tt>true</tt> if this expression is
 *                   compiled in a separate module.
 */
public Symbol parse(String expression, int lineNumber) throws Exception {
    try {
        _expression = expression;
        _lineNumber = lineNumber;
        return super.parse();
    }
    catch (IllegalCharException e) {
        ErrorMsg err = new ErrorMsg(ErrorMsg.ILLEGAL_CHAR_ERR,
            lineNumber, e.getMessage());
        _parser.reportError(Constants.FATAL, err);
** Lookup a variable or parameter in the symbol table given its name.

* @param name Name of the symbol being looked up.

*/
final SyntaxTreeNode lookupName(QName name) {
    // Is it a local var or param ?
    final SyntaxTreeNode result = _parser.lookupVariable(name);
    if (result != null)
        return(result);
    else
        return(_symbolTable.lookupName(name));
}

public final void addError(ErrorMsg error) {
    _parser.reportError(Constants.ERROR, error);
}

public void report_error(String message, Object info) {
    final ErrorMsg err = new ErrorMsg(ErrorMsg.SYNTAX_ERR, _lineNumber,
    _expression);
    _parser.reportError(Constants.FATAL, err);
}

public void report_fatal_error(String message, Object info) {
    // empty
}

public RelativeLocationPath insertStep(Step step, RelativeLocationPath rlp) {
    if (rlp instanceof Step) {
        return new ParentLocationPath(step, (Step) rlp);
    }
    else if (rlp instanceof ParentLocationPath) {
        final ParentLocationPath plp = (ParentLocationPath) rlp;
        final RelativeLocationPath newrlp = insertStep(step, plp.getPath());
        return new ParentLocationPath(newrlp, plp.getStep());
    }
    else {
        addError(new ErrorMsg(ErrorMsg.INTERNAL_ERR, "XPathParser.insertStep");
        return rlp;
    }
}

/**
* Returns true if the axis applies to elements only. The axes
* child, attribute, namespace, descendant result in non-empty
* nodesets only if the context node is of type element.
*/

    public boolean isElementAxis(int axis) {
        return (axis == Axis.CHILD || axis == Axis.ATTRIBUTE ||
                axis == Axis.NAMESPACE || axis == Axis.DESCENDANT);
    }
}

terminal SLASH, DOT, LBRACK, RBRACK, VBAR, LPAREN, RPAREN, STAR, COMMA;
terminal DOLLAR, ATSIGN;
terminal DDOT, DCOLON, DSLASH;
terminal EQ, NE;
terminal LT, GT, LE, GE;
terminal PLUS, MINUS, DIV, MOD, MULT;
terminal String Literal;
terminal String QNAME;
terminal ID, KEY, TEXT, NODE, OR, AND, COMMENT, PI, PIPARAM, PRECEDINGSIBLING;
terminal SELF, PARENT, CHILD, ATTRIBUTE, ANCESTOR, ANCESTORORSELF, DESCENDANT;
terminal DESCENDANTORSELF, FOLLOWING, FOLLOWINGSIBLING, NAMESPACE, PRECEDING;
terminal Double REAL;
terminal Long INT;
terminal PATTERN, EXPRESSION;

non terminal SyntaxTreeNode TopLevel;

non terminal Expression Expr, Argument, LocationPath;
non terminal Expression Predicate, FilterExpr, Step;
non terminal Expression OrExpr, AndExpr, EqualityExpr;
non terminal Expression RelationalExpr, AdditiveExpr;
non terminal Expression MultiplicativeExpr, UnaryExpr;
non terminal Expression VariableReference, FunctionCall;
non terminal Expression PrimaryExpr, UnionExpr, PathExpr, AbbreviatedStep;
non terminal Expression RelativeLocationPath, AbbreviatedRelativeLocationPath;
non terminal Expression AbsoluteLocationPath, AbbreviatedAbsoluteLocationPath;

non terminal Object NodeTest, NameTest;

non terminal IdKeyPattern IdKeyPattern;
non terminal Pattern Pattern;
non terminal Pattern LocationPathPattern;
non terminal StepPattern ProcessingInstructionPattern;
non terminal RelativePathPattern RelativePathPattern;
non terminal StepPattern StepPattern;
non terminal Object NodeTestPattern, NameTestPattern;

non terminal Vector Predicates, NonemptyArgumentList;
non terminal QName QName, FunctionName, VariableName;
non terminal Integer AxisName, AxisSpecifier;
non terminal Integer ChildOrAttributeAxisSpecifier;

precedence left VBAR;
precedence left OR;
precedence left AND;
precedence nonassoc EQ, NE;
precedence left LT, GT, LE, GE;

precedence left PLUS, MINUS;
precedence left DIV, MOD, MULT;
precedence left DOLLAR;
precedence left ATSIGN;
precedence right DCOLON;

start with TopLevel;

TopLevel ::= PATTERN Pattern:pattern
   { : RESULT = pattern; : }

   | EXPRESSION Expr:expr
   { : RESULT = expr; :};

/* --------------------------- Patterns ----------------------------------- */

Pattern ::= LocationPathPattern:lpp
   { : RESULT = lpp; : }

   | LocationPathPattern:lpp VBAR Pattern:p
   { : RESULT = new AlternativePattern(lpp, p); :};

LocationPathPattern ::= SLASH
   { : RESULT = new AbsolutePathPattern(null); : }

   | SLASH RelativePathPattern:rpp
   { : RESULT = new AbsolutePathPattern(rpp); : }

   | IdKeyPattern:ikp
   { : RESULT = ikp; : }

   | IdKeyPattern:ikp SLASH RelativePathPattern:rpp
   { : RESULT = new ParentPattern(ikp, rpp); : }

   | IdKeyPattern:ikp DSLASH RelativePathPattern:rpp
   { : RESULT = new AncestorPattern(ikp, rpp); : }

   | DSLASH RelativePathPattern:rpp
{: RESULT = new AncestorPattern(rpp); :}

| RelativePathPattern:rpp
{: RESULT = rpp; :};

IdKeyPattern ::= ID LPAREN Literal:l RPAREN
{: RESULT = new IdPattern(l);
  parser.setHasIdCall(true);
  :}

| KEY LPAREN Literal:l1 COMMA Literal:l2 RPAREN
{: RESULT = new KeyPattern(l1, l2); :};

ProcessingInstructionPattern ::= PIPARAM LPAREN Literal:l RPAREN
{: RESULT = new ProcessingInstructionPattern(l); :};

RelativePathPattern ::= StepPattern:sp
{: RESULT = sp; :}

| StepPattern:sp SLASH RelativePathPattern:rpp
{: RESULT = new ParentPattern(sp, rpp); :}

| StepPattern:sp DSLASH RelativePathPattern:rpp
{: RESULT = new AncestorPattern(sp, rpp); :};

StepPattern ::= NodeTestPattern:nt
{: RESULT = parser.createStepPattern(Axis.CHILD, nt, null); :}

| NodeTestPattern:nt Predicates:pp
{: RESULT = parser.createStepPattern(Axis.CHILD, nt, pp); :}

| ProcessingInstructionPattern:pip
{: RESULT = pip; :}

| ProcessingInstructionPattern:pip Predicates:pp
{: RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp); :}

| ChildOrAttributeAxisSpecifier:axis NodeTestPattern:nt
{: RESULT = parser.createStepPattern(axis.intValue(), nt, null); :}

| ChildOrAttributeAxisSpecifier:axis NodeTestPattern:nt Predicates:pp

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RESULT = parser.createStepPattern(axis.intValue(), nt, pp);

ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
RESULT = pip; // TODO: report error if axis is attribute

Predicates:pp
RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp);

NodeTestPattern ::= NameTestPattern:nt
RESULT = nt;

| NODE
RESULT = new Integer(NodeTest.ANODE);

| TEXT
RESULT = new Integer(NodeTest.TEXT);

| COMMENT
RESULT = new Integer(NodeTest.COMMENT);

| PI
RESULT = new Integer(NodeTest.PI);

NameTestPattern ::= STAR
RESULT = null;

| QName:qn
RESULT = qn;

ChildOrAttributeAxisSpecifier ::= ATSIGN
RESULT = new Integer(Axis.ATTRIBUTE);

| CHILD DCOLON
RESULT = new Integer(Axis.CHILD);

| ATTRIBUTE DCOLON
RESULT = new Integer(Axis.ATTRIBUTE);
Vector temp = new Vector();
temp.addElement(p);
RESULT = temp;

| Predicate:p Predicates:pp
| : pp.insertElementAt(p, 0); RESULT = pp; : |
| Predicate ::= LBRACK Expr:e RBRACK
| : RESULT = new Predicate(e);
| : |

/* --------------------------- Expressions --------------------------------- */

Expr ::= OrExpr:ex
| : RESULT = ex; : |

OrExpr ::= AndExpr:ae
| : RESULT = ae; |
| OrExpr:oe OR AndExpr:ae
| : RESULT = new LogicalExpr(LogicalExpr.OR, oe, ae); | |

AndExpr ::= EqualityExpr:e
| : RESULT = e; |
| AndExpr:ae AND EqualityExpr:ee
| : RESULT = new LogicalExpr(LogicalExpr.AND, ae, ee); |

EqualityExpr ::= RelationalExpr:re
| : RESULT = re; |
| EqualityExpr:ee EQ RelationalExpr:re
| : RESULT = new EqualityExpr(Operators.EQ, ee, re); |
| EqualityExpr:ee NE RelationalExpr:re
| : RESULT = new EqualityExpr(Operators.NE, ee, re); |

RelationalExpr ::= AdditiveExpr:ae
| : RESULT = ae; |
| RelationalExpr:re LT AdditiveExpr:ae
| : RESULT = new RelationalExpr(Operators.LT, re, ae); |
| RelationalExpr:re GT AdditiveExpr:ae
| : RESULT = new RelationalExpr(Operators.GT, re, ae); |
RelationalExpr re LE AdditiveExpr ae
{: RESULT = new RelationalExpr(Operators.LE, re, ae); :}

RelationalExpr re GE AdditiveExpr ae
{: RESULT = new RelationalExpr(Operators.GE, re, ae); :}

AdditiveExpr := MultiplicativeExpr me
{: RESULT = me; :}

AdditiveExpr ae PLUS MultiplicativeExpr me
{: RESULT = new BinOpExpr(BinOpExpr.PLUS, ae, me); :}

AdditiveExpr ae MINUS MultiplicativeExpr me
{: RESULT = new BinOpExpr(BinOpExpr.MINUS, ae, me); :}

MultiplicativeExpr := UnaryExpr ue
{: RESULT = ue; :}

MultiplicativeExpr me MULT UnaryExpr ue
{: RESULT = new BinOpExpr(BinOpExpr.TIMES, me, ue); :}

MultiplicativeExpr me DIV UnaryExpr ue
{: RESULT = new BinOpExpr(BinOpExpr.DIV, me, ue); :}

MultiplicativeExpr me MOD UnaryExpr ue
{: RESULT = new BinOpExpr(BinOpExpr.MOD, me, ue); :}

UnaryExpr := UnionExpr ue
{: RESULT = ue; :}

UNARY UnaryExpr ue
{: RESULT = new UnaryOpExpr(ue); :}

UnionExpr := PathExpr pe
{: RESULT = pe; :}

PathExpr pe VBAR UnionExpr rest
{: RESULT = new UnionPathExpr(pe, rest); :}

PathExpr := LocationPath lp
{: RESULT = lp; :}

FilterExpr fexp
{: RESULT = fexp; :}

FilterExpr fexp SLASH RelativeLocationPath rlp
{: RESULT = new FilterParentPath(fexp, rlp); :}
filterExpr:exp DSLASH relativeLocationPath:rlp
::
// Expand '//' into '/descendant-or-self::node()/ or
// into /descendant-or-self::*/
//
int nodeType = DOM.NO_TYPE;
if (rlp instanceof Step &&
    parser.isElementAxis(((Step) rlp).getAxis()))
{
    nodeType = DTM.ELEMENT_NODE;
}
final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
FilterParentPath fpp = new FilterParentPath(filterExpr, step);
fpp = new FilterParentPath(fpp, rlp);
if (filterExpr instanceof KeyCall == false) {
    fpp.setDescendantAxis();
}
RESULT = fpp;
::;

LocationPath ::= relativeLocationPath:rlp
::{ RESULT = rlp; ::

| absoluteLocationPath:alp
::{ RESULT = alp; ::;

RelativeLocationPath ::= step:step
::{ RESULT = step; ::

| RelativeLocationPath:rlp SLASH step:step
::{
    if (rlp instanceof Step && ((Step) rlp).isAbbreviatedDot()) {
        RESULT = step;       // Remove './' from the middle
    }
    else if (((Step) step).isAbbreviatedDot()) {
        RESULT = rlp;        // Remove '/.' from the end
    }
    else {
        RESULT =
            new ParentLocationPath((RelativeLocationPath) rlp, step);
    }
::

| abbreviatedRelativeLocationPath:arlp
::{ RESULT = arlp; ::;

AbsoluteLocationPath ::= SLASH
| AbbreviatedAbsoluteLocationPath::aalp
| RESULT = aalp; ;;

AbbreviatedRelativeLocationPath ::= RelativeLocationPath:rlp DTLASH Step:step
|
final Step right = (Step)step;
final int axis = right.getAxis();
final int type = right.getNodeType();
final Vector predicates = right.getPredicates();

if ((axis == Axis.CHILD) && (type != NodeTest.ATTRIBUTE)) {
  // Compress './child:E' into 'descendant::E' - if possible
  if (predicates == null) {
    right.setAxis(Axis.DESCENDANT);
    if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {
      RESULT = right;
    } else {
      // Expand 'rlp/child::E' into 'rlp/descendant::E'
      RelativeLocationPath left = (RelativeLocationPath)rlp;
      RESULT = new ParentLocationPath(left, right);
    }
  } else {
    // Expand './step' -> 'descendant-or-self::*/step'
    if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {
      Step left = new Step(Axis.DESCENDANTORSELF, DTM.ELEMENT_NODE, null);
      RESULT = new ParentLocationPath(left, right);
    } else {
      // Expand 'rlp//step' -> 'rlp/descendant-or-self::*/step'
      RelativeLocationPath left = (RelativeLocationPath)rlp;
      Step mid = new Step(Axis.DESCENDANTORSELF, DTM.ELEMENT_NODE, null);
      ParentLocationPath ppl = new ParentLocationPath(mid, right);
      RESULT = new ParentLocationPath(left, ppl);
    }
  }
} else if ((axis == Axis.ATTRIBUTE) || (type == NodeTest.ATTRIBUTE)) {
  // Expand 'rlp//step' -> 'rlp/descendant-or-self::*/step'
  RelativeLocationPath left = (RelativeLocationPath)rlp;
Step middle = new Step(Axis.DESCENDANTORSELF, DTM.ELEMENT_NODE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}
else {
    // Expand 'rlp//step' -> 'rlp/descendant-or-self::node()/step'
    RelativeLocationPath left = (RelativeLocationPath)rlp;
    Step middle = new Step(Axis.DESCENDANTORSELF, DOM.NO_TYPE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}
);

AbbreviatedAbsoluteLocationPath ::= DSLASH RelativeLocationPath:rlp
    {:
        //
        // Expand '//' into '/descendant-or-self::node()/' or
        // into /descendant-or-self::*/
        //
        int nodeType = DOM.NO_TYPE;
        if (rlp instanceof Step &&
            parser.isElementAxis(((Step) rlp).getAxis()))
        {
            nodeType = DTM.ELEMENT_NODE;
        }
        final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
        RESULT = new AbsoluteLocationPath(parser.insertStep(step, (RelativeLocationPath) rlp));
    );

Step ::= NodeTest:ntest
    {:
        if (ntest instanceof Step) {
            RESULT = (Step)ntest;
        }
        else {
            RESULT = new Step(Axis.CHILD, parser.findNodeType(Axis.CHILD, ntest), null);
        }
    }

| NodeTest:ntest Predicates:pp
    {:
        if (ntest instanceofof Step) {
            RESULT = (Step)ntest;
        }
        else {
            RESULT = new Step(Axis.CHILD, parser.findNodeType(Axis.CHILD, ntest), null);
        }
    }
Step step = (Step)ntest;
step.addPredicates(pp);
RESULT = (Step)ntest;
}
else {
    RESULT = new Step(Axis.CHILD,
                        parser.findNodeType(Axis.CHILD, ntest), pp);
}

| AxisSpecifier:axis NodeTest:ntest Predicates:pp
| : RESULT = new Step(axis.intValue(),
                      parser.findNodeType(axis.intValue(), ntest), pp);
| :

| AxisSpecifier:axis NodeTest:ntest
| : RESULT = new Step(axis.intValue(),
                      parser.findNodeType(axis.intValue(), ntest), null);
| :

| AbbreviatedStep:abbrev
| : RESULT = abbrev; :

AxisSpecifier ::= AxisName:an DCOLON
| : RESULT = an; :

| ATSIGN
| : RESULT = new Integer(Axis.ATTRIBUTE); :

AxisName ::= ANCESTOR
| : RESULT = new Integer(Axis.ANCESTOR); :

| ANCESTORORSELF
| : RESULT = new Integer(Axis.ANCESTORORSELF); :

| ATTRIBUTE
| : RESULT = new Integer(Axis.ATTRIBUTE); :

| CHILD
| : RESULT = new Integer(Axis.CHILD); :

| DESCENDANT
| : RESULT = new Integer(Axis.DESCENDANT); :

| DESCENDANTORSELF
| : RESULT = new Integer(Axis.DESCENDANTORSELF); :}
| FOLLOWING |
| : RESULT = new Integer(Axis.FOLLOWING); : |

| FOLLOWINGSIBLING |
| : RESULT = new Integer(Axis.FOLLOWINGSIBLING); : |

| NAMESPACE |
| : RESULT = new Integer(Axis.NAMESPACE); : |

| PARENT |
| : RESULT = new Integer(Axis.PARENT); : |

| PRECEDING |
| : RESULT = new Integer(Axis.PRECEDING); : |

| PRECEDINGSIBLING |
| : RESULT = new Integer(Axis.PRECEDINGSIBLING); : |

| SELF |
| : RESULT = new Integer(Axis.SELF); ; |

AbbreviatedStep ::= DOT
| : RESULT = new Step(Axis.SELF, NodeTest.ANODE, null); : |

| DDOT |
| : RESULT = new Step(Axis.PARENT, NodeTest.ANODE, null); : |

FilterExpr ::=  PrimaryExpr:primary
| : RESULT = primary; : |

| PrimaryExpr:primary Predicates:pp |
| : RESULT = new FilterExpr(primary, pp); : |

PrimaryExpr ::= VariableReference:vr
| : RESULT = vr; : |

| LPAREN Expr:ex RPAREN |
| : RESULT = ex; : |

| Literal:string |
| : |
/*
* If the string appears to have the syntax of a QName, store
* namespace info in the literal expression. This is used for
* element-available and function-available functions, among
* others. Also, the default namespace must be ignored.
*/
String namespace = null;
final int index = string.lastIndexOf(':');

if (index > 0) {
    final String prefix = string.substring(0, index);
    namespace = parser._symbolTable.lookupNamespace(prefix);
} 
RESULT = (namespace == null) ? new LiteralExpr(string)
    : new LiteralExpr(string, namespace);
}

| INT:num |
| :long value = num.longValue(); |
| :if (value < Integer.MIN_VALUE || value > Integer.MAX_VALUE) { |
| RESULT = new RealExpr(value); |
| }
| else { |
| if (num.doubleValue() == -0)
|     RESULT = new RealExpr(num.doubleValue()); |
| else if (num.intValue() == 0)
|     RESULT = new IntExpr(num.intValue()); |
| else if (num.doubleValue() == 0.0)
|     RESULT = new RealExpr(num.doubleValue()); |
| else
|     RESULT = new IntExpr(num.intValue()); |
| }
| :}

| REAL:num |
| :RESULT = new RealExpr(num.doubleValue()); :|

| FunctionCall:fc |
| :RESULT = fc; :|

VariableReference ::= DOLLAR VariableName:varName |
| :// An empty qname prefix for a variable or parameter reference |
| // should map to the null namespace and not the default URI. |
| SyntaxTreeNode node = parser.lookupName(varName);

if (node != null) {
    if (node instanceof Variable) {
        RESULT = new VariableRef((Variable)node);
    }
    else if (node instanceof Param) {
        RESULT = new ParameterRef((Param)node);
    }

else {
    RESULT = new UnresolvedRef(varName);
}

if (node == null) {
    RESULT = new UnresolvedRef(varName);
}

FunctionCall ::= FunctionName:fname LPAREN RPAREN

if (parser.getQNameIgnoreDefaultNs("current").equals(fname)) {
    RESULT = new CurrentCall(fname);
}
else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
    RESULT = new NumberCall(fname, parser.EmptyArgs);
}
else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {
    RESULT = new StringCall(fname, parser.EmptyArgs);
}
else if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
    RESULT = new ConcatCall(fname, parser.EmptyArgs);
}
else if (parser.getQNameIgnoreDefaultNs("true").equals(fname)) {
    RESULT = new BooleanExpr(true);
}
else if (parser.getQNameIgnoreDefaultNs("false").equals(fname)) {
    RESULT = new BooleanExpr(false);
}
else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {
    RESULT = new NameCall(fname);
}
else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
    RESULT = new GenerateIdCall(fname, parser.EmptyArgs);
}
else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
    RESULT = new StringLengthCall(fname, parser.EmptyArgs);
}
else if (parser.getQNameIgnoreDefaultNs("position").equals(fname)) {
    RESULT = new PositionCall(fname);
}
else if (parser.getQNameIgnoreDefaultNs("last").equals(fname)) {
    RESULT = new LastCall(fname);
}
else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
    RESULT = new LocalNameCall(fname);
} else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
    RESULT = new NamespaceUriCall(fname);
} else {
    RESULT = new FunctionCall(fname, parser.EmptyArgs);
}

}:
| FunctionName:fname LPAREN NonemptyArgumentList:argl RPAREN |
| {:
    if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
        RESULT = new ConcatCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
        RESULT = new NumberCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("document").equals(fname)) {
        parser.setMultiDocument(true);
        RESULT = new DocumentCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {
        RESULT = new StringCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("boolean").equals(fname)) {
        RESULT = new BooleanCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {
        RESULT = new NameCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
        RESULT = new GenerateIdCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("not").equals(fname)) {
        RESULT = new NotCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("format-number").equals(fname)) {
        RESULT = new FormatNumberCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("unparsed-entity-uri").equals(fname)) {
        RESULT = new UnparsedEntityUriCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("key").equals(fname)) {
        RESULT = new KeyCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("id").equals(fname)) {
        RESULT = new KeyCall(fname, argl);
        parser.setHasIdCall(true);
else if (parser.getQNameIgnoreDefaultNs("ceiling").equals(fname)) {
    RESULT = new CeilingCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("round").equals(fname)) {
    RESULT = new RoundCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("floor").equals(fname)) {
    RESULT = new FloorCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("contains").equals(fname)) {
    RESULT = new ContainsCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
    RESULT = new StringLengthCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("starts-with").equals(fname)) {
    RESULT = new StartsWithCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("function-available").equals(fname)) {
    RESULT = new FunctionAvailableCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("element-available").equals(fname)) {
    RESULT = new ElementAvailableCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
    RESULT = new LocalNameCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("lang").equals(fname)) {
    RESULT = new LangCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
    RESULT = new NamespaceUriCall(fname, argl);
}
else if (parser.getQName(Constants.TRANSLET_URI, "xsltc", "cast").equals(fname)) {
    RESULT = new CastCall(fname, argl);
}
// Special case for extension function nodeset()
else if (fname.getLocalPart().equals("nodeset") || fname.getLocalPart().equals("node-set")) {
    parser.setCallsNodeset(true); // implies MultiDOM
    RESULT = new FunctionCall(fname, argl);
}
else {
    RESULT = new FunctionCall(fname, argl);
}
);
NonemptyArgumentList ::= Argument:arg
{:
    Vector temp = new Vector();
    temp.addElement(arg);
    RESULT = temp;
}:

| Argument:arg COMMA NonemptyArgumentList:argl
    {:
        argl.insertElementAt(arg, 0); RESULT = argl; :};

FunctionName ::= QName:fname
    {:
        RESULT = fname;
    }:

VariableName ::= QName:vname
    {:
        RESULT = vname;
    }:

Argument ::= Expr:ex
    {:
        RESULT = ex; :};

NodeTest ::= NameTest:nt
    {:
        RESULT = nt; :}

    | NODE
        {:
            RESULT = new Integer(NodeTest.ANODE); :}

    | TEXT
        {:
            RESULT = new Integer(NodeTest.TEXT); :}

    | COMMENT
        {:
            RESULT = new Integer(NodeTest.COMMENT); :}

    | PIPARAM LPAREN Literal:l RPAREN
        {:
            QName name = parser.getQNameIgnoreDefaultNs("name");
            Expression exp = new EqualityExpr(Operators.EQ,
                new NameCall(name),
                new LiteralExpr(l));
            Vector predicates = new Vector();
            predicates.addElement(new Predicate(exp));
            RESULT = new Step(Axis.CHILD, NodeTest.PI, predicates);
        }:

    | PI
        {:
            RESULT = new Integer(NodeTest.PI); :};
NameTest ::= STAR
    [: RESULT = null: :]

| QName:qn
    [: RESULT = qn; :];

QName ::= QNAME:qname
    [: RESULT = parser.getQNameIgnoreDefaultNs(qname); :]

| DIV
    [: RESULT = parser.getQNameIgnoreDefaultNs("div"); :]

| MOD
    [: RESULT = parser.getQNameIgnoreDefaultNs("mod"); :]

| KEY
    [: RESULT = parser.getQNameIgnoreDefaultNs("key"); :]

| ANCESTOR
    [: RESULT = parser.getQNameIgnoreDefaultNs("child"); :]

| ANCESTORORSELF
    [: RESULT = parser.getQNameIgnoreDefaultNs("ancestor-or-self"); :]

| ATTRIBUTE
    [: RESULT = parser.getQNameIgnoreDefaultNs("attribute"); :]

| CHILD
    [: RESULT = parser.getQNameIgnoreDefaultNs("child"); :]

| DESCENDANT
    [: RESULT = parser.getQNameIgnoreDefaultNs("decendant"); :]

| DESCENDANTORSELF
    [: RESULT = parser.getQNameIgnoreDefaultNs("ancestor-or-self"); :]

| FOLLOWING
    [: RESULT = parser.getQNameIgnoreDefaultNs("following"); :]

| FOLLOWINGSIBLING
    [: RESULT = parser.getQNameIgnoreDefaultNs("following-sibling"); :]

| NAMESPACE
    [: RESULT = parser.getQNameIgnoreDefaultNs("namespace"); :]

| PARENT
    [: RESULT = parser.getQNameIgnoreDefaultNs("parent"); :]
PRECEDING
{: RESULT = parser.getQNameIgnoreDefaultNs("preceeding"); :}

PRECEDINGSIBLING
{: RESULT = parser.getQNameIgnoreDefaultNs("preceeding-sibling"); :}

SELF
{: RESULT = parser.getQNameIgnoreDefaultNs("self"); :}

ID
{: RESULT = parser.getQNameIgnoreDefaultNs("id"); :}

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 */

// is found, then throw a special exception in order to terminate

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*/

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xpath/domapi/XPathStylesheetDOM3Exception.java
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 */
/**
 * Execute the proprietary document-location() function, which returns
 * a node set of documents.
 * @xsl.usage advanced
 */

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xpath/functions/FuncDoclocation.java
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*/

* $Id: xpath.lex 1225752 2011-12-30 04:12:46Z mrglavas $ *

package org.apache.xalan.xslt.compiler;

import java_cup.runtime.Symbol;

%%
%cup
%unicode
%cup
%class XPathLexer
%yyeof

{
    int last;

    void initialize() {
        last = -1;
    }

    static boolean isWhitespace(int c) {
        return (c == ' ' || c == '	' || c == '' || c == '
' || c == '');
    }

    /**<
    * If symbol is not followed by `::` or `(`, then treat it as a
    * name instead of an axis or function (Jira-1912).
    */
    Symbol disambiguateAxisOrFunction(int ss) throws Exception {
        // Peek in the input buffer without changing the internal state
        int index = yy_buffer_index;

        // Skip whitespace
        while (index < yy_buffer_read && isWhitespace(yy_buffer[index])) {
            index++;
        }
// If end of buffer, can't disambiguate :
if (index >= yy_buffer_read) {
    // Can't disambiguate, so return as symbol
    return new Symbol(ss);
}

// Return symbol if next token is '::' or '('
return (yy_buffer[index] == ':' && yy_buffer[index+1] == ':') ||
    yy_buffer[index] == '(' ?
    newSymbol(ss) : newSymbol(sym.QNAME, yytext());

/**
 * If symbol is first token or if it follows any of the operators
 * listed in http://www.w3.org/TR/xpath#exprlex then treat as a
 * name instead of a keyword (Jira-1912).
 */
Symbol disambiguateOperator(int ss) throws Exception {
    switch (last) {
        case -1:    // first token
        case sym.ATSIGN:
        case sym.DCOLON:
        case sym.LPAREN:
        case sym.LBRACK:
        case sym.COMMA:
        case sym.AND:
        case sym.OR:
        case sym.MOD:
        case sym.DIV:
        case sym.MULT:
        case sym.SLASH:
        case sym.DSLASH:
        case sym.VBAR:
        case sym.PLUS:
        case sym.MINUS:
        case sym.EQ:
        case sym.NE:
        case sym.LT:
        case sym.LE:
        case sym.GT:
        case sym.GE:
            return newSymbol(sym.QNAME, yytext());
    }
    return newSymbol(ss);
}
/**
* If symbol is first token or if it follows any of the operators
* listed in http://www.w3.org/TR/xpath#exprlex then treat as a
* wildcard instead of a multiplication operator
*/
Symbol disambiguateStar() throws Exception {
    switch (last) {
    case -1: // first token
        case sym.ATSIGN:
        case sym.DCOLON:
        case sym.LPAREN:
        case sym.LBRACK:
        case sym.COMMA:
        case sym.AND:
        case sym.OR:
        case sym.MOD:
        case sym.DIV:
        case sym.MULT:
        case sym.SLASH:
        case sym.DSLASH:
        case sym.VBAR:
        case sym.PLUS:
        case sym.MINUS:
        case sym.EQ:
        case sym.NE:
        case sym.LT:
        case sym.LE:
        case sym.GT:
        case sym.GE:
            return newSymbol(sym.STAR);
    }
    return newSymbol(sym.MULT);
}

Symbol newSymbol(int ss) {
    last = ss;
    return new Symbol(ss);
}

Symbol newSymbol(int ss, String value) {
    last = ss;
    return new Symbol(ss, value);
}

Symbol newSymbol(int ss, Long value) {
    last = ss;
    return new Symbol(ss, value);
}
Symbol newSymbol(int ss, Double value) {
    last = ss;
    return new Symbol(ss, value);
}

}%

%eofval{
    return newSymbol(sym.EOF);
}%eofval

%yylexthrow{
    Exception
}%yylexthrow

Letter={BaseChar}|{Ideographic}

BaseChar=['u0041-','u005A','u0061-','u007A','u00C0-','u00D6','u00D8-','u00F6','u00F8-','u00FF','u0100-','u0131','u0134-','u013Eu0141-','u0148','u014A-','u017Eu0180-','u01C3','u01C7-','u01F0','u01F4-','u01F5','u01FA-','u0217','u0250-','u02A8','u02BB-','u02C1','u0386','u0388-','u038A','u038C','u038E-','u03A1','u03A3-','u03CE','u03D0-','u03D6','u03DA','u03DC','u03DE','u03F0-','u040C','u040E-','u044F','u0451-','u045C','u045E-','u0481','u0490-','u04C4','u04C7-','u04C8','u04CC','u04D0-','u04EB','u04EE-','u04F5','u04F8-','u0531-','u0556','u0559','u0561-','u0586','u05D0-','u05EA','u05F0-','u05F2','u0621-','u063A','u0641-','u064A','u0667-','u06B7','u06BA-','u06BE','u06C0-','u06D3','u06D5-','u06E5','u06E6','u0905-','u0939','u093D','u0958-','u0961','u0985-','u098C','u098F-','u0990','u0993-','u09A8','u09A9-','u09B0','u09B2-','u09B6-','u09B9','u09DC-','u09DD','u09DF-','u09E1','u09F0-','u09F1','u0A05-','u0A0A','u0A0F-','u0A10','u0A13-','u0A28','u0A2A-','u0A30','u0A32-','u0A33','u0A35-','u0A36','u0A38-','u0A39','u0A59-','u0A5C','u0A72-','u0A74','u0A85-','u0A8B','u0A8D-','u0A91','u0A93-','u0AA8','u0AA9-','u0AB0','u0AB2-','u0AB3','u0AB5-','u0AB9','u0ABD','u0ABE-','u0ABF','u0B10','u0B13-','u0B28','u0B2A-','u0B30','u0B32-','u0B33','u0B36-','u0B39','u0B3D','u0B5C-','u0B5D','u0B5F-','u0B61','u0B85-','u0B8A','u0B8E-','u0B90','u0B92-','u0B95','u0B99-','u0B9A','u0B9C','u0B9E-','u0B9F','u0BAA-','u0BA4','u0BA8-','u0BAA','u0BAE-','u0BB5','u0BB7-','u0BB9','u0C05-','u0C0C','u0C0E-','u0C10','u0C12-','u0C28','u0C2A-','u0C33','u0C35-','u0C39','u0C60-','u0C61','u0C85-','u0C8C','u0C8E-','u0C90','u0C92-','u0CA8','u0CAB','u0CB3','u0CB5-','u0CB9','u0CDE','u0CE0-','u0CE1','u0DD5-','u0DDC','u0DDF-','u0DD10','u0DD12-','u0DD28','u0DD2A-','u0DD39','u0DD60-','u0DD61','u0DDF1-','u0EE30','u0EE32-','u0EE33','u0EE40-','u0EE45','u0EE81-','u0EE82','u0EE84','u0EE87-','u0EE88','u0E8A','u0E8D','u0E94-','u0E97','u0E99-','u0E9F','u0EA1-','u0EAA3','u0EAA5','u0EAA7-','u0E95','u0E9D-','u0EAAE','u0EBA0','u0EBA2-','u0EB3','u0EBD','u0ECD0-','u0ECD4','u0EF40-','u0F47','u0F49-','u0F69','u0A0-','u0A5C','u0A5D-','u0A8F-','u0B66','u1100','u1107-','u1109','u110B-','u110C','u110E-','u1112','u113C','u113E','u1140','u114C','u114E','u1150','u1154-','u1155','u1159-','u115F-','u1161','u1163','u1165','u1167','u1169','u116D-','u116E','u1172-','u1173','u1175','u119E','u11A8','u11AB-','u11AE-','u11AF','u11B7-','u11B8','u11BA','u11BC-','u11C2','u11EB','u11F0','u11F9','u11F0','u11F9','u11E0-','u11E9','u11EA0-','u11EF9','u11F00-','u11F15','u11F18-','u11FD','u11F20-','u11F45','u11F48-','u11F4D','u11F50-','u11F57','u11F59','u11F5B','u11F5D','u11F7D','u11F80-','u11F84','u11F86','u11FBC','u11FBE','u11FC4','u11FC6-','u11FCC','u11FD0-','u11FD3','u11FD6-','u11FDB','u11FE0-','u11FEC','u11FF2-','u11FF4','u11FF6-','u11FCC','u1126','u121A-','u121B','u121E','u1218-','u121A0-','u1309','u30A1-','u30FA','u3105-','u312C','uAC0-','uAD3]}

Ideographic=['u4E00-','u9FA5','u3007','u3021-','u3029]}

CombiningChar=['u0300-','u0345','u0360-','u0361','u0483-','u0486','u0591-','u05A1','u05A3-','u05B9','u05BB-
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Digit=[\u0030-\u0039\u0660-\u0669\u06F0-\u06F9\u0966-\u096F\u09E6-\u09EF\u0A66-\u0A6F\u0AE6-\u0AEF\u0B66-\u0B6F\u0BE7-\u0BEF\u0C66-\u0C6F\u0CE6-\u0CEF\u0D66-\u0D6F\u0E59\u0ED0-\u0ED9\u0F20-\u0F29]

Extender=[\u00B7\u02D0\u02D1\u0387\u0640\u0E46\u0EC6\u3005\u3031-\u3035\u309D-\u309E\u30FC-\u30FE]

NCName=({Letter}|"_"|\[\{NCNameStartChar\}|(\{NCNameChar\})*)

NCNameChar={\{Letter\}}|\[\{Digit\}||\[\{CombiningChar\}|\[\{Extender\}|\[\{NCNameStartChar\}|\[\\u00B7|\[\{\u0300-\u036F\}|\[\u203F-\u2040\}|\[\u0130-\u0136\]}

NCNameStartChar=\[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u02F6\u0370-\u037D\u037F-\u1FFFC\u200C\u200D\u2070-\u218F\u2C00-\u2FEF\u3001-\u2F7F\uF900-\uFDDF]|\u005F|\[\{HighSurrogate\}|\{LowSurrogate\}]

HighSurrogate=\[\u0D800-\u0DB7F]

LowSurrogate=\[\uDC00-\uDDFF]

%%

"*"          { return disambiguateStar(); }
"/"          { return newSymbol(sym.SLASH); }
"+"          { return newSymbol(sym.PLUS); }
"-"          { return newSymbol(sym.MINUS); }
"div"        { return disambiguateOperator(sym.DIV); }
"mod"        { return disambiguateOperator(sym.MOD); }
"::"         { return newSymbol(sym.DCOLON); }
","          { return newSymbol(sym.COMMA); }
"@"          { return newSymbol(sym.ATSIGN); }
"="          { return newSymbol(sym.EQ); }
"!="         { return newSymbol(sym.NE); }
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 */

package org.apache.xalan.processor;

/**
 * Administrative class to keep track of the version number of
 * the Xalan release.
 * <P>See also: org/apache/xalan/res/XSLTInfo.properties</P>
 * @deprecated To be replaced by org.apache.xalan.Version.getVersion()
 * @xsl.usage general
 */

public class XSLProcessorVersion
{

/**
 * Print the processor version to the command line.
 *
 * @param argv command line arguments, unused.
 */

public static void main(String argv[])
{
    System.out.println(S_VERSION);
}
/**
 * Constant name of product.
 */
public static final String PRODUCT = "Xalan";

/**
 * Implementation Language.
 */
public static final String LANGUAGE = "Java";

/**
 * Major version number.
 * Version number. This changes only when there is a
 * significant, externally apparent enhancement from
 * the previous release. 'n' represents the n'th
 * version.
 *
 * Clients should carefully consider the implications
 * of new versions as external interfaces and behaviour
 * may have changed.
 */
public static final int VERSION = @version.VERSION@;

/**
 * Release Number.
 * Release number. This changes when:
 * - a new set of functionality is to be added, eg,
 *   implementation of a new W3C specification.
 * - API or behaviour change.
 * - its designated as a reference release.
 */
public static final int RELEASE = @version.RELEASE@;

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static final int MAINTENANCE = @version.MINOR@;

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
* a specific release. D01 is the first development drop
* of a new release.
*
* Development drops are works in progress towards a
* compeleted, final release. A specific development drop
* may not completely implement all aspects of a new
* feature, which may take several development drops to
* complete. At the point of the final drop for the
* release, the D suffix will be omitted.
*
* Each 'D' drops can contain functional enhancements as
* well as defect fixes. 'D' drops may not be as stable as
* the final releases.
*/
public static final int DEVELOPMENT = 0;

/**
 * Version String like "<B>Xalan</B> <B>Language</B> v.r[.dd| "D"nn]"
 * <P>Semantics of the version string are identical to the Xerces project.</P>
 */
public static final String S_VERSION = PRODUCT+"."+LANGUAGE+" "
 +VERSION+"."+RELEASE+"."
 +(DEVELOPMENT > 0 ? ("D"+DEVELOPMENT)
  : (""+MAINTENANCE));

}
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 */
Proprietary, built in functions
/** current function string (Proprietary). */

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/compiler/Keywords.java

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*/

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/QueuedEvents.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/XslAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/XslStyle.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/MessageHandler.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/KeyIndex.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/NodeLocator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToStream.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/ElemDesc.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemForEach.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/patterns/ContextMatchStepPattern.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_zh.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncBoolean.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Pattern.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorExsltFuncResult.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/DOMEnhancedForDTM.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/SecuritySupport.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/MatchingIterator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xpath/functions/FuncNot.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/If.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/ObjectFactory.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/SerializerTraceWriter.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/res/StringArrayWrapper.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Choose.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemFallback.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/XalanProperties.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xpath/functions/FuncUnparsedEntityURI.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/KeyIterator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/DOM2Helper.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/Hashtable.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/UnionIterator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/NthIterator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Stylesheet.java
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jar/org/apache/xml/res/XMLErrorResources_ko.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_tr.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResourceBundleBase.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/Key.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/ContainsCall.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_zh_TW.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_ko.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/ElemPI.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/util/RtMethodGenerator.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/util/ErrorMessages_ca.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/util/ErrorMessages_pl.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/SecuritySupport.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/runtime/output/StringOutputBuffer.java
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* /opt/cola/permits/1130653765_1612774399.04/0/webapp-runner-main-8-5-15-1-sources-2-
jar/webapp/runner/launch/Main.java

1.490 model-mapper 2.3.8

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org.apache.tomcat:tomcat-util-scan
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org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/util/internal/logging/FormattingTuple.java

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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources.jar/io/micrometer/core/instrument/binder/httpcomponents/PoolingHttpClientConnectionManagerMetricsBinder.java

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  jar/io/micrometer/core/instrument/Timer.java
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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/util/internal/logging/InternalLoggerFactory.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/util/internal/logging/AbstractInternalLogger.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/util/internal/logging/Slf4JLogger.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/util/internal/logging/Slf4JLoggerFactory.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/util/internal/logging/JdkLoggerFactory.java

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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/FunctionTimer.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/distribution/PercentileHistogramBuckets.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/search/RequiredSearch.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/binder/MeterBinder.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/distribution/TimeWindowPercentileHistogram.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/util/StringEscapeUtils.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/binder/cache/CaffeineCacheMetrics.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/binder/cache/package-info.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/binder/logging/Log4j2Metrics.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/cumulative/CumulativeCounter.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/simple/CountingMode.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/binder/cache/package-info.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/util/StringUtils.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/binder/cache/CacheMeterBinder.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/distribution/CountAtBucket.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/config/InvalidConfigurationException.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/distribution/ValueAtPercentile.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/distribution/pause/ClockDriftPauseDetector.java
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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/cumulative/CumulativeFunctionTimer.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/step/package-info.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/binder/jvm/ClassLoaderMetrics.java
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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/binder/hystrix/MicrometerMetricsPublisherThreadPool.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/binder/system/UptimeMetrics.java
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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/step/StepFunctionTimer.java
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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/dropwizard/DelegatingDropwizardLongGauge.java
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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1.5.1-sources-jar/io/micrometer/core/instrument/config/package-info.java
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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1.5.1-sources-jar/io/micrometer/core/instrument/config/MeterRegistryConfig.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1.5.1-sources-jar/io/micrometer/core/instrument/distribution/pause/PauseDetector.java
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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1.5.1-sources-jar/io/micrometer/core/instrument/binder/cache/HazelcastCacheMetrics.java
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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1.5.1-sources-jar/io/micrometer/core/instrument/Gauge.java
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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/step/StepLong.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/binder/jvm/JvmMemoryMetrics.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/util/HierarchicalNameMapper.java
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* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/util/IOUtils.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/cumulative/CumulativeTimer.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/util/TimeUtils.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/search/Search.java
* /opt/ws_local/PERMITS_SQL/1069054010_1594474692.29/0/micrometer-core-1-5-1-sources-jar/io/micrometer/core/instrument/distribution/DistributionStatisticConfig.java
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* /opt/cola/permits/1142745174_1615475703.51/0/spring-cloud-stream-binder-kafka-core-3-0-6-release-sources-jar/org/springframework/cloud/stream/binder/kafka/utils/DlqPartitionFunction.java
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* /opt/cola/permits/1142745174_1615475703.51/0/spring-cloud-stream-binder-kafka-core-3-0-6-release-sources-
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1.511 xz 5.2.4 1
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cpan/Tie-RefHash/*
cpan/Win32API-File/*
dist/ExtUtils-Install/*
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dist/base/*
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dist/Devel-SelfStubber/*
dist/Dumpvalue/*
dist/Env/*
dist/ExtUtils-Command/*
dist/ExtUtils-Manifest/*
dist/I18N-Collate/*
dist/Safe/*
ext/Fcntl/*
ext/FileCache/*
ext/GDBM_File/*
ext/IPC-Open2/*
ext/IPC-Open3/*
ext/NDBM_File/*
ext/ODBM_File/*
ext/Opcode/*
ext/PerlIO-encoding/*
ext/PerlIO-scalar/*
ext/PerlIO-via/*
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.5 of 10 December 2007

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*/
/**
 * Indicates whether this encoder, given the current message context, provides end-to-end message confidentiality.
 *
 * @param messageContext the current message context
 *
 * @return true if the encoder provides end-to-end message confidentiality, false if not
 *
 * @throws MessageEncodingException thrown if the encoder encounter an error while attempt to evaluate its
 * ability to provide message confidentiality.
 */

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 */
/**
 * Gets whether the transport represents a confidential connection (e.g. an SSL connection).
 *
 * @return whether the transport represents a confidential connection
 */
/**
 * Sets whether the transport represents a confidential connection.
 *
 * @param isConfidential whether the transport represents a confidential connection
 */

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* /opt/cola/permits/1109021854_1610153068.13/0/openws-1-5-6-sources.jar/org/opensaml/ws/wstrust/implement/SoapUtils.java

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* /opt/cola/permits/1109021854_1610153068.13/0/openws-1-5-6-sources.jar/org/opensaml/ws/soap/soap11/FaultActor.java
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The OASIS Web Services Security: SOAP Message Security 1.1 (WS-Security 2004) specification describes enhancements to SOAP messaging to provide message integrity and confidentiality. This specification also provides a general-purpose mechanism for associating security tokens with message content.

The security token profiles currently supported are:

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1.520 apache-log4j 2.11.1

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1.521 hash-base 3.1.0
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1.522 groovy 2.5.7
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/** Java 1.5 Recognizer
 *
 * Run 'java Main [-showtree] directory-full-of-java-files'
 * [The -showtree option pops up a Swing frame that shows
 * the AST constructed from the parser.]
 * *
 * Run 'java Main <directory full of java files>'
 * *
 * Contributing authors:
 * Jeremy Rayner  groovy@ross-rayner.com"
*Version 1.00 December 9, 1997 -- initial release
*Version 1.01 December 10, 1997
*fixed bug in octal def (0..7 not 0..8)
*Version 1.10 August 1998 (parrt)
*added tree construction
*fixed definition of WS, comments for mac, pc, unix newlines
*added unary plus
*Version 1.11 (Nov 20, 1998)
*Added "shutup" option to turn off last ambig warning.
*Fixed inner class def to allow named class defs as statements
*synchronized requires compound not simple statement
*add [] after builtInType DOT class in primaryExpression
*"const" is reserved but not valid..removed from modifiers
*Version 1.12 (Feb 2, 1999)
*Changed LITERAL_xxx to xxx in tree grammar.
*Updated java.g to use tokens {...} now for 2.6.0 (new feature).
*Version 1.13 (Apr 23, 1999)
*Didn't have (stat)? for else clause in tree parser.
*Didn't gen ASTs for interface extends. Updated tree parser too.
*Updated to 2.6.0.
*Version 1.14 (Jun 20, 1999)
*Allowed final/abstract on local classes.
*Removed local interfaces from methods
*Put instanceof precedence where it belongs...in relationalExpr
*It also had expr not type as arg: fixed it.
*Missing ! on SEMI in classBlock
*fixed: (expr) + "string" was parsed incorrectly (+ as unary plus).
*fixed: didn't like Object[].class in parser or tree parser
*Version 1.15 (Jun 26, 1999)
*Screwed up rule with instanceof in it. :( Fixed.
*Tree parser didn't like (expr).something; fixed.
*Allowed multiple inheritance in tree grammar. oops.
*Version 1.16 (August 22, 1999)
*Extending an interface built a wacky tree: had extra EXTENDS.
*Tree grammar didn't allow multiple superinterfaces.
*Tree grammar didn't allow empty var initializer: {}
*Version 1.17 (October 12, 1999)
*ESC lexer rule allowed 399 max not 377 max.
java.tree.g didn't handle the expression of synchronized statements.
* Version 1.18 (August 12, 2001)
* Terence updated to Java 2 Version 1.3 by observing/combining work of Allan Jacobs and Steve
*Messick. Handles 1.3 src. Summary:
* o primary didn't include boolean.class kind of thing
* o constructor calls parsed explicitly now:
* see explicitConstructorInvocation
* o add strictfp modifier
* o missing objBlock after new expression in tree grammar
* o fixed problem with ClassName.super.field
* o reordered some alternatives to make things more efficient
* o long and double constants were not differentiated from int/float
* o whitespace rule was inefficient: matched only one char
* o add an examples directory with some nasty 1.3 cases
* o made Main.java use buffered IO and a Reader for Unicode support
* o supports UNICODE?
* Using Unicode charVocabulary makes code file big, but only
* in the bitsets at the end. I need to make ANTLR generate
* unicode bitsets more efficiently.
* Version 1.19 (April 25, 2002)
* Terence added in nice fixes by John Pybus concerning floating
* constants and problems with super() calls. John did a nice
* reorg of the primary/postfix expression stuff to read better
* and makes f,g.super() parse properly (it was METHOD_CALL not
* a SUPERCTOR_CALL). Also:
* o "finally" clause was a root...made it a child of "try"
* o Added stuff for asserts too for Java 1.4, but *commented out*
* as it is not backward compatible.
*
* Version 1.20 (October 27, 2002)
*
* Terence ended up reorging John Pybus' stuff to
* remove some nondeterminisms and some syntactic predicates.
* Note that the grammar is stricter now; e.g., this(...) must
* be the first statement.
*
* Ternary ?: operator wasn't working as array name:
* (isBig ? bigDigits : digits)[i];
*
* Checked parser/tree parser on source for
* Resin-2.0.5, jive-2.1.1, jdk 1.3.1, Lucene, antlr 2.7.2a4,
* and the 110k-line jGuru server source.
* Version 1.21 (October 17, 2003)
* Fixed lots of problems including:
* Ray Waldin: add typeDefinition to interfaceBlock in java.tree.g
* He found a problem/fix with floating point that start with 0
* Ray also fixed problem that (int.class) was not recognized.
* Thorsten van Ellen noticed that \n are allowed incorrectly in strings.
* TJP fixed CHAR_LITERAL analogously.
* 
* Changes by Matt Quail to support generics (as per JDK1.5/JSR14)
* Notes:
* o We only allow the "extends" keyword and not the "implements"
* keyword, since that's what JSR14 seems to imply.
* o Thanks to Monty Zukowski for his help on the antlr-interest
* mail list.
* o Thanks to Alan Eliasen for testing the grammar over his
* Fink source base
* 
* Version 1.22 (July, 2004)
* Changes by Michael Studman to support Java 1.5 language extensions
* Notes:
* o Added support for annotations types
* o Finished off Matt Quail's generics enhancements to support bound type arguments
* o Added support for new for statement syntax
* o Added support for static import syntax
* o Added support for enum types
* o Tested against JDK 1.5 source base and source base of jdigraph project
* o Thanks to Matt Quail for doing the hard part by doing most of the generics work
* 
* Version 1.22.1 (July 28, 2004)
* Bug/omission fixes for Java 1.5 language support
* o Fixed tree structure bug with classOrInterface - thanks to Pieter Vangorptoul for spotting this
* o Fixed bug where incorrect handling of SR and BSR tokens would cause type
* parameters to be recognised as type arguments.
* o Enabled type parameters on constructors, annotations on enum constants
* and package definitions
* o Fixed problems when parsing if ((char.class.equals(c))) [ ] - solution by Matt Quail at Cenqua
* 
* Version 1.22.2 (July 28, 2004)
* Slight refactoring of Java 1.5 language support
* o Refactored for/"foreach" productions so that original literal "for" literal
* is still used but the for sub-clauses vary by token type
* o Fixed bug where type parameter was not included in generic constructor's branch of AST
* 
* Version 1.22.3 (August 26, 2004)
* Bug fixes as identified by Michael Stahl; clean up of tabs/spaces
* and other refactoring
* o Fixed typeParameters omission in identPrimary and newStatement
* o Replaced GT reconciliation code with simple semantic predicate
* o Adapted enum/assert keyword checking support from Michael Stahl's java15 grammar
* o Refactored typeDefinition production and field productions to reduce duplication
*
* Version 1.22.4 (October 21, 2004)
* Small bux fixes
  * o Added typeArguments to explicitConstructorInvocation, e.g. new <String>MyParameterised()
  * o Added typeArguments to postfixExpression productions for anonymous inner class super
  * constructor invocation, e.g. new Outer().<String>super()
* o Fixed bug in array declarations identified by Geoff Roy
*
* Version 1.22.4.j.1
* Changes by Jeremy Rayner to support java2groovy tool
  * o I have taken java.g for Java1.5 from Michael Studman (1.22.4)
  * and have made some changes to enable use by java2groovy tool (Jan 2007)
*
* Based on an original grammar released in the PUBLIC DOMAIN
*/

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  jar/org/codehaus/groovy/ast/tools/ParameterUtils.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
  jar/org/codehaus/groovy/transform/AutoImplementASTTransformation.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
  jar/groovy/transform/AutoImplement.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
  jar/org/codehaus/groovy/util/CharSequenceReader.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
  jar/org/codehaus/groovy/transform/ErrorCollecting.java
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  jar/groovy/lang/NumberRange.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
  jar/groovy/transform/AnnotationCollectorMode.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
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* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-jar/org/apache/groovy/util/concurrentlinkedhashmap/EvictionListener.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-jar/org/apache/groovy/util/concurrentlinkedhashmap/Weighers.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-jar/org/apache/groovy/util/concurrentlinkedhashmap/ConcurrentLinkedHashMap.java

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* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-jar/org/apache/groovy/util/concurrentlinkedhashmap/LinkedDeque.java

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#
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# Listed below are default groovy source file extensions.
#
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# the exact implementation details may vary when modularization gets introduced in
# groovy 2.0. However, in terms of the behavior, this support will remain intact.

groovy

Found in path(s):
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 *
 * Run 'java Main [-showtree] directory-full-of-groovy-files'
 *
 * [The -showtree option pops up a Swing frame that shows
 * the AST constructed from the parser.]
 *
 * Contributing authors:
 * John Mitchell johnm@non.net
 * Terence Parr parrt@magelang.com
 * John Lilley jilley@empathy.com
 * Scott Stanchfield thetick@magelang.com
 * Markus Mohnen mohnen@informatik.rwth-aachen.de
 * Peter Williams pete.williams@sun.com
 * Allan Jacobs Allan.Jacobs@eng.sun.com
 * Steve Messick messick@redhills.com
 * James Strachan jstrachan@protique.com
 * John Pybus john@pybus.org
 * John Rose rose00@mac.com
 * Jeremy Rayner groovy@ross-rayner.com
 * Alex Popescu the.mindstorm@gmail.com
 * Martin Kempf mkempf@hsr.ch
 * Reto Kleeb rkleeb@hsr.ch
 *
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* Version 1.14 (Jun 20, 1999)
* Allowed final/abstract on local classes.
* Removed local interfaces from methods
* Put instanceof precedence where it belongs...in relationalExpr
* It also had expr not type as arg; fixed it.
* Missing ! on SEMI in classBlock
* fixed: (expr) + "string" was parsed incorrectly (+ as unary plus).
* fixed: didn't like Object[].class in parser or tree parser
* Version 1.15 (Jun 26, 1999)
* Screwed up rule with instanceof in it. :( Fixed.
* Tree parser didn't like (expr).something; fixed.
* Allowed multiple inheritance in tree grammar. oops.
* Version 1.16 (August 22, 1999)
* Extending an interface built a wacky tree: had extra EXTENDS.
* Tree grammar didn't allow multiple superinterfaces.
* Tree grammar didn't allow empty var initializer: {}
* Version 1.17 (October 12, 1999)
* ESC lexer rule allowed 399 max not 377 max.
* java.tree.g didn't handle the expression of synchronized
* statements.
* Version 1.18 (August 12, 2001)
* Terence updated to Java 2 Version 1.3 by
* observing/combining work of Allan Jacobs and Steve
* Messick. Handles 1.3 src. Summary:
* o primary didn't include boolean.class kind of thing
* o constructor calls parsed explicitly now:
* o see explicitConstructorInvocation
* o add strictfp modifier
* o missing objBlock after new expression in tree grammar
* o merged local class definition alternatives, moved after declaration
* o fixed problem with ClassName.super.field
* o reordered some alternatives to make things more efficient
* o long and double constants were not differentiated from int/float
* o whitespace rule was inefficient: matched only one char
* o add an examples directory with some nasty 1.3 cases
* o made Main.java use buffered IO and a Reader for Unicode support
* o supports UNICODE?
* Using Unicode charVocabulary makes code file big, but only
* in the bitsets at the end. I need to make ANTLR generate
* unicode bitsets more efficiently.
* Version 1.19 (April 25, 2002)
* Terence added in nice fixes by John Pybus concerning floating
* constants and problems with super() calls. John did a nice
* reorg of the primary/postfix expression stuff to read better
* and makes f.g.super() parse properly (it was METHOD_CALL not
* a SUPER_CTOR_CALL). Also:
* 
* o "finally" clause was a root...made it a child of "try"
* o Added stuff for asserts too for Java 1.4, but *commented out*
* as it is not backward compatible.
* Version 1.20 (October 27, 2002)
* Terence ended up reorging John Pybus' stuff to
* remove some nondeterminisms and some syntactic predicates.
* Note that the grammar is stricter now; e.g., this(...) must
* be the first statement.
* Trinary ?: operator wasn't working as array name:
* (isBig ? bigDigits : digits)[i];
* 
* Checked parser/tree parser on source for
* Resin-2.0.5, jive-2.1.1, jdk 1.3.1, Lucene, antlr 2.7.2a4,
* and the 110k-line jGuru server source.
* Version 1.21 (October 17, 2003)
* Fixed lots of problems including:
* Ray Waldin: add typeDefinition to interfaceBlock in java.tree.g
* He found a problem/fix with floating point that start with 0
* Ray also fixed problem that (int.class) was not recognized.
* Thorsten van Ellen noticed that 
 are allowed incorrectly in strings.
* TJP fixed CHAR_LITERAL analogously.
* Changes by Matt Quail to support generics (as per JDK1.5/JSR14)
* Notes:
* o We only allow the "extends" keyword and not the "implements"
  keyword, since that's what JSR14 seems to imply.
* o Thanks to Monty Zukowski for his help on the antlr-interest mail list.
* o Thanks to Alan Eliasen for testing the grammar over his Fink source base

* Version 1.22 (July, 2004)
* Changes by Michael Studman to support Java 1.5 language extensions
* Notes:
* o Added support for annotations types
* o Finished off Matt Quail's generics enhancements to support bound type arguments
* o Added support for new for statement syntax
* o Added support for static import syntax
* o Added support for enum types
* o Tested against JDK 1.5 source base and source base of jdigraph project
* o Thanks to Matt Quail for doing the hard part by doing most of the generics work

* Version 1.22.1 (July 28, 2004)
* Bug/omission fixes for Java 1.5 language support
* o Fixed tree structure bug with classOrInterface - thanks to Pieter Vangorpto for spotting this
* o Fixed bug where incorrect handling of SR and BSR tokens would cause type parameters to be recognised as type arguments.
* o Enabled type parameters on constructors, annotations on enum constants and package definitions
* o Fixed problems when parsing if ((char.class.equals(c))) {} - solution by Matt Quail at Cenqua

* Version 1.22.2 (July 28, 2004)
* Slight refactoring of Java 1.5 language support
* o Refactored for"foreach" productions so that original literal "for" literal is still used but the for sub-clauses vary by token type
* o Fixed bug where type parameter was not included in generic constructor's branch of AST

* Version 1.22.3 (August 26, 2004)
* Bug fixes as identified by Michael Stahl; clean up of tabs/spaces and other refactorings
* o Fixed typeParameters omission in identPrimary and newStatement
* o Replaced GT reconciliation code with simple semantic predicate
* o Adapted enum/assert keyword checking support from Michael Stahl's java15 grammar
* o Refactored typeDefinition production and field productions to reduce duplication

* Version 1.22.4 (October 21, 2004)
* Small bux fixes
* o Added typeArguments to explicitConstructorInvocation, e.g. new <String>MyParameterised()
* o Added typeArguments to postfixExpression productions for anonymous inner class super constructor invocation, e.g. new Outer().<String>super()
* o Fixed bug in array declarations identified by Geoff Roy

* Version 1.22.4.g.1
I have taken java.g for Java 1.5 from Michael Studman (1.22.4) and have applied the groovy.diff from java.g (1.22) by John Rose back onto the new root (1.22.4) - Jeremy Rayner (Jan 2005)

Version 1.22.4.g.2
mkempf, rklee, Dec 2007
fixed various rules so that they call the correct Create Method
to make sure that the line information are correct

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# global transformation to handle @Grab annotation

#global transformation for AST Builder

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* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
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* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
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* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
jar/org/codehaus/groovy/runtime/dgmimpl/arrays/ByteArrayGetAtMetaMethod.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
jar/org/codehaus/groovy/astGroovyCodeVisitor.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
jar/org/codehaus/groovy/runtime/dgmimpl/arrays/IntegerArrayGetAtMetaMethod.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
jar/org/apache/groovy/plugin/GroovyRunnerRegistry.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
jar/groovy/time/TimeCategory.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
jar/org/codehaus/groovy/transform/StaticTypesTransformation.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
jar/org/codehaus/groovy/runtime/ArrayUtil.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
jar/org/codehaus/groovy/transform/sc/transformers/NumberNumberDiv.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
jar/org/codehaus/groovy/runtime/memoize/LRUCache.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
jar/org/codehaus/groovy/ast/tools/PropertyValueUtils.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
jar/org/codehaus/groovy/classgen/asm/MethodCaller.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
jar/org/codehaus/groovy/vmplugin/VMPluginFactory.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1-
Open Source Used In MSX SD-Branch Service Pack 4.0.0  4254
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* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/org/codehaus/groovy/ast/expr/ListExpression.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/org/codehaus/groovy/transform/ASTTransformation.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/org/codehaus/groovy/transform/stc/ExtensionMethodNode.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/org/codehaus/groovy/transform/SourceURIASTTransformation.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/org/codehaus/groovy/runtime/m12n/ExtensionModule.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/org/codehaus/groovy/runtime/callsite/CallSiteClassLoader.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/org/codehaus/groovy/control/customizers/builder/CompilerCustomizationBuilder.groovy
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/org/codehaus/groovy/runtime/callsite/MetaClassConstructorSite.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/groovy/lang/GroovyObjectSupport.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/groovy/beans/DefaultPropertyAccessor.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/org/codehaus/groovy/classgen/asm/AssertionWriter.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/org/codehaus/groovy/runtime/defaultmethodkey/DefaultMethodKey.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/groovy/util/logging/Log4j.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/org/codehaus/groovy/reflection/AccessPermissionChecker.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/groovy/syntax/Reduction.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/groovy/transform/NamedParams.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/groovy/transform/MemoizedASTTransformation.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/groovy/util/ResourceConnector.java
* /opt/ws_local/PERMITS_SQL/1033409001_1594217124.39/0/groovy-2-5-7-sources-1.jar/groovy/transform/IfStatement.java
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1.523 ip-utils 2.4.0

1.523.1 Available under license:

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1.524 feign-slf4j 10.10.1

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1064524868_1593314806.54/0/feign-slf4j-10-10-1-sources-jar/META-INF/maven/io.github.openfeign/feign-slf4j/pom.xml
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* /opt/ws_local/PERMITS_SQL/1064524868_1593314806.54/0/feign-slf4j-10-10-1-sources-jar/feign/slf4j/Slf4jLogger.java

1.525 jetty-servlets 9.4.29.v20200521

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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

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* java.sun.security.ssl

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

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

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
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
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Debian maintainer history: The original package was put together by Ian Murdock <imurdock@debian.org>, afterwards Kevin Dalley <kevind@rahul.net> took over. 2003-07 Andreas Metzler <ametzler@debian.org> followed.

Upstream Authors:
* GNU find was written by Eric Decker <cire@cisco.com>, with enhancements by David MacKenzie <djm@gnu.org>, Jay Plett <jay@silence.princeton.nj.us>, and Tim Wood <axolotl@toad.com>. The idea for -print0 and xargs -0 came from Dan Bernstein <brnstnd@kramden.acf.nyu.edu>. Improvements have been made by James Youngman <jay@gnu.org>.

* GNU xargs was originally written by Mike Rendell, with enhancements by David MacKenzie. Modifications by James Youngman Dmitry V. Levin

* GNU locate and its associated utilities were originally written by James Woods, with enhancements by David MacKenzie, James Youngman and Bas van Gompel.

Upstream's AUTHORS lists these major contributors:
Eric B. Decker
Michael Rendell
David J. MacKenzie
Jim Meyering
Tim Wood
Kevin Dalley <kevind@rahul.net>
Paul Eggert <eggert@cs.ucla.edu>
James Youngman <jay@gnu.org>
Jay Plett
Paul Sheer
Dmitry V. Levin
Bas van Gompel
Eric Blake <ebb9@byu.net>
Andreas Metzler
Kamil Dudka <kdudka@redhat.com>
Bernhard Voelker <mail@bernhard-voelker.de>

Current upstream maintainer is James Youngman <jy@gnu.org>.

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1.532 slf4j-log4j 1.7.25

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1.533 servlet-api 4.0.3
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1.535 python-cryptography 2.6.1-3+deb10u2

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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 (Look for the "pkcs12()" method inside PKCS8.java).

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  jar/org/springframework/security/web/csrf/CsrfTokenRepository.java
* /opt/ws_local/PERMITS_SQL/1072987844_1595248238.57/0/spring-security-web-5-3-3-release-sources-
  jar/org/springframework/security/web/method/annotation/AuthenticationPrincipalArgumentResolver.java
* /opt/ws_local/PERMITS_SQL/1072987844_1595248238.57/0/spring-security-web-5-3-3-release-sources-
  jar/org/springframework/security/web/csrf/InvalidCsrfTokenException.java
* /opt/ws_local/PERMITS_SQL/1072987844_1595248238.57/0/spring-security-web-5-3-3-release-sources-
  jar/org/springframework/security/web/csrf/DefaultCsrfToken.java
* /opt/ws_local/PERMITS_SQL/1072987844_1595248238.57/0/spring-security-web-5-3-3-release-sources-
  jar/org/springframework/security/web/header/HeaderWriter.java
* /opt/ws_local/PERMITS_SQL/1072987844_1595248238.57/0/spring-security-web-5-3-3-release-sources-
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* /opt/ws_local/PERMITS_SQL/1072987844_1595248238.57/0/spring-security-web-5-3-3-release-sources-jar/org/springframework/security/web/util/matcher/RequestMatcher.java
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* /opt/ws_local/PERMITS_SQL/1072987844_1595248238.57/0/spring-security-web-5-3-3-release-sources-jar/org/springframework/security/web/server/transport/HttpsRedirectWebFilter.java
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1.542 feign-form-spring 3.8.0

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1.543 jackson-dataformat-yaml 2.10.1

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1.546 is-object 3.0.1

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1.548 Kerberos 1.15 1+deb9u1

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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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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in
`src/lib/gssapi` include the following files:

- `g_acquire_cred.c`
- `g_accept_sec_context.c`
- `g_canon_name.c`
- `g_context_time.c`
- `g_delete_sec_context.c`
- `g_dsp_name.c`
- `g_dsp_status.c`
- `g_dup_name.c`
- `g_exp_sec_context.c`
- `g_export_name.c`
- `g_glue.c`
- `g_imp_name.c`
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_imp_sec_context</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_init_sec_context</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_initialize</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_inquire_context</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_inquire_cred</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_inquire_names</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_process_context</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_rel_buffer</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_rel_cred</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_rel_name</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_rel_oid_set</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_seal</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_sign</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_store_cred</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_unseal</span><span class="o">.</span><span class="n">c</span><br/>
<span class="n">lib</span>/<span class="n">gssapi</span>/class/mechglue/<span class="n">g_userok</span><span class="o">.</span><span class="n">c"
and the initial implementation of incremental propagation, including
the following new or changed files:

```plaintext
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/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
kprop/kproplog.c
```

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```plaintext
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</div>
</div></p>are subject to the following license:</p>

```plaintext
</div>
</div>

```
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   lib/gssapi/mechglue/g_context_time.c
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kadmin/server/ipropd_svc.c
lib/kdb/prop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
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    FILE_SUFFIX: '.html',
    HAS_SOURCE:  true,
    SOURCELINK_SUFFIX: '.txt'
};
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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
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import os
import sys
import re
def warn(fname, ln, msg):
    print '%s: %d: %s' % (fname, ln + 1, msg)

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

# Check a comment for boilerplate violations. Return true if the comment
# is a license statement.
def check_comment(comment, fname, ln, code_seen, nonlicense_seen):
    text_seen = False
    is_license = False
    for line in comment:
        if not is_license and indicates_license(line):
            is_license = True
        if text_seen:
            warn(fname, ln, 'License begins after first line of comment')
        elif code_seen:
            warn(fname, ln, 'License after code')
        elif nonlicense_seen:
            warn(fname, ln, 'License after non-license comments')
        break
    # DB2 licenses start with '/*- ' and we don't want to change them.
    if line != '' and line != '-':
        text_seen = True
    return is_license

def check_file(lines, fname):
    # Skip emacs mode line if present.
    ln = 0
    if '-*- mode: c;' in lines[ln]:
        ln += 1
    # Check filename comment if present.
    m = re.match(r'/\* ([^ \]*)( - .*)? */\*', lines[ln])
    if m:
        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)
    if not is_license
        nonlicense_seen = nonlicense_seen or not is_license
        in_comment = False
    if 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)
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*/

1.549 tomcat 9.0.29

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- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
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1.551 jetty-plus 9.4.29.v20200521

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

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

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

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Oracle OpenJDK
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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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org.apache.taglibs:taglibs-standard-spec
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org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
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org.apache.tomcat:tomcat-util-scan
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org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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3.0.6.RELEASE

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1.566 process-nextick-args 2.0.1

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1.567 react 16.11.0

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5.12.3

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1.574 netty-buffer 4.1.50.Final

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* /opt/ws_local/PERMITS_SQL/1068233880_1594324310.84/0/netty-buffer-4-1-50-final-sources-1.jar/io/netty/buffer/ReadOnlyUnsafeDirectByteBuf.java

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 */

/**
 * Determines if the {@link #getAuthentication()} has permission to access the target
 * given the permission
 * @param target the target domain object to check permission on
 * @param permission the permission to check on the domain object (i.e. "read",
 * "write", etc).
 * @return true if permission is granted to the {@link #getAuthentication()}, else
 * false
 */

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/*
 */

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 */

/**
* Reviews the `<code>Object</code>` returned from a secure object invocation, being able to
* modify the `<code>Object</code>` or throw an [link AccessDeniedException].
* `<p>`
* Typically used to ensure the principal is permitted to access the domain object
* instance returned by a service layer bean. Can also be used to mutate the domain object
* instance so the principal is only able to access authorised bean properties or
* `<code>Collection</code>` elements.
* `<p>`
* Special consideration should be given to using an `<code>AfterInvocationManager</code>`
* on bean methods that modify a database. Typically an
* `<code>AfterInvocationManager</code>` is used with read-only methods, such as
* `<code>public DomainObject getById(id)</code>`. If used with methods that modify a
* database, a transaction manager should be used to ensure any
* `<code>AccessDeniedException</code>` will cause a rollback of the changes made by the
* transaction.
* `<p>`
* @author Ben Alex
*/

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* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources-jar/org/springframework/security/core/session/SessionDestroyedEvent.java
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* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources-jar/org/springframework/security/core/authority/mapping/GrantedAuthoritiesMapper.java
* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources-jar/org/springframework/security/access/prepost/PrePostInvocationAttributeFactory.java
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* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources-jar/org/springframework/security/core/session/package-info.java

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* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources-jar/org/springframework/security/jackson2/UsernamePasswordAuthenticationTokenDeserializer.java
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* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources-jar/org/springframework/security/core/parameters/AnnotationParameterNameDiscoverer.java
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* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5.3.3-release-sources-jar/org/springframework/security/crypto/factory/PasswordEncoderFactories.java
* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5.3.3-release-sources-jar/org/springframework/security/authentication/ReactiveAuthenticationManager.java
* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5.3.3-release-sources-jar/org/springframework/security/authorization/ReactiveAuthorizationManager.java
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* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5.3.3-release-sources-jar/org/springframework/security/core/userdetails/MapReactiveUserDetailsService.java
* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5.3.3-release-sources-jar/org/springframework/security/authorization/AuthenticatedReactiveAuthorizationManager.java
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* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources.jar/org/springframework/security/converter/RsaKeyConverters.java
* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources.jar/org/springframework/security/access/hierarchicalroles/RoleHierarchyImpl.java
* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources.jar/org/springframework/security/authentication/event/LogoutSuccessEvent.java
* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources.jar/org/springframework/security/authentication/AuthenticationManagerResolver.java
* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources.jar/org/springframework/security/authentication/ReactiveAuthenticationManagerResolver.java
* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources.jar/org/springframework/security/access/AbstractUserDetailsReactiveAuthenticationManager.java
* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources.jar/org/springframework/security/core/userdetails/UserDetailsPasswordService.java
* /opt/ws_local/PERMITS_SQL/1072987865_1595248246.81/0/spring-security-core-5-3-3-release-sources.jar/org/springframework/security/core/annotation/CurrentSecurityContext.java

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*/
/**
* @param authentication represents the user in question. Should not be null.
* @param targetDomainObject the domain object for which permissions should be
* checked. May be null in which case implementations should return false, as the null
* condition can be checked explicitly in the expression.
* @param permission a representation of the permission object as supplied by the
* expression system. Not null.
* @return true if the permission is granted, false otherwise
*/

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*/
/**
* A token issued by {@link TokenService}.
*
*<p>
* It is important that the keys assigned to tokens are sufficiently randomised and
* secured that they can serve as identifying a unique user session. Implementations of
* {@link TokenService} are free to use encryption or encoding strategies of their choice.
* It is strongly recommended that keys are of sufficient length to balance safety against
* persistence cost. In relation to persistence cost, it is strongly recommended that
* returned keys are small enough for encoding in a cookie.
* </p>
*
* @author Ben Alex
* @since 2.0.1
*/

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 */

/**
 * Base64 encoder which is a reduced version of Robert Harder's public domain
 * implementation (version 2.3.7). See <a
 * href="http://iharder.sourceforge.net/current/java/base64/">http://iharder.sourceforge.net/current/java/base64/</a>
 * for more information.
 * 
 * @author Luke Taylor
 * @since 3.0
 * @deprecated Use java.util.Base64
 */

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Built-By: yak
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Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
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Bundle-SymbolicName: org.jctools.core
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Import-Package: sun.misc;resolution:=optional
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**1.602 python-bcrypt 3.1.6-1**

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1.607 brave-instrumentation-spring-web

5.12.3

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**bcprov-ext-jdk15on 1.60**

**1.609 Available under license**

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```java
/**
 * Poly1305 message authentication code, designed by D. J. Bernstein.
 * <p>
 * Poly1305 computes a 128-bit (16 bytes) authenticator, using a 128 bit nonce and a 256 bit key
 * consisting of a 128 bit key applied to an underlying cipher, and a 128 bit key (with 106
 * effective key bits) used in the authenticator.
 * <p>
 * The polynomial calculation in this implementation is adapted from the public domain C implementation
 * <p>
 * @see Poly1305KeyGenerator
 */

Found in path(s):
* /opt/cola/permits/1142371176_1615370257.55/0/bcprov-ext-jdk15on-1-60-sources-1.jar/org/bouncycastle/crypto/macs/Poly1305.java

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* /opt/cola/permits/1142371176_1615370257.55/0/bcprov-ext-jdk15on-1-60-sources-1-
  jar/org/bouncycastle/pqc/math/ntru/euclid/test/IntEuclideanTest.java
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Found in path(s):
* /opt/cola/permits/1142371176_1615370257.55/0/bcprov-ext-jdk15on-1-60-sources-1-
  jar/org/bouncycastle/pqc/crypto/gmss/GMSSPrivateKeyParameters.java
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* /opt/cola/permits/1142371176_1615370257.55/0/bcprov-ext-jdk15on-1-60-sources-1-
jar/org/bouncycastle/LICENSE.java
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/**
 * SPHINCS-256 signer.
 * 
 * This implementation is heavily based on the reference implementation in SUPERCOP, the main difference being
the digests used
* for message hashing and tree construction are now configurable (within limits...) and that the implementation
produces
* detached signatures.
 * 
 * The SPHINCS reference implementation is public domain, as per the statement in the second last paragraph of
 * section 1 in https://eprint.iacr.org/2014/795.pdf
 * 
 */

Found in path(s):
* /opt/cola/permits/1142371176_1615370257.55/0/bcprov-ext-jdk15on-1-60-sources-1-
jar/org/bouncycastle/pqc/crypto/sphincs/SPHINCS256Signer.java
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public DomainParameters(BigInteger p, BigInteger g, BigInteger q, BigInteger j,

Found in path(s):
* /opt/cola/permits/1142371176_1615370257.55/0/bcprov-ext-jdk15on-1-60-sources-1-
jar/org/bouncycastle/asn1/x9/DomainParameters.java

1.610 jackson-annotations 2.11.0
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1.611 spring-cloud-netflix-archaius

2.2.3.RELEASE

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Found in path(s):
* /opt/cola/permits/1137898389_1614163545.94/0/spring-cloud-netflix-archaius-2-2-3-release-sources-1-
  jar/org/springframework/cloud/netflix/archaius/ArchaiusAutoConfiguration.java
* /opt/cola/permits/1137898389_1614163545.94/0/spring-cloud-netflix-archaius-2-2-3-release-sources-1-
  jar/org/springframework/cloud/netflix/archaius/ConfigurableEnvironmentConfiguration.java
* /opt/cola/permits/1137898389_1614163545.94/0/spring-cloud-netflix-archaius-2-2-3-release-sources-1-
  jar/org/springframework/cloud/netflix/archaius/ArchaiusDelegatingProxyUtils.java
* /opt/cola/permits/1137898389_1614163545.94/0/spring-cloud-netflix-archaius-2-2-3-release-sources-1-
  jar/org/springframework/cloud/netflix/archaius/ArchaiusEndpoint.java

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1.612 byte-buddy 1.9.4
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* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/package.html
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/signature/package.html

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  jar/net/bytebuddy/jar/asm/signature/SignatureWriter.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/Constants.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/ByteVector.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/Edge.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/Frame.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/signature/SignatureReader.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/signature/SignatureVisitor.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/TypeReference.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/Type.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/ModuleWriter.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/CurrentFrame.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/Opcodes.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/MethodVisitor.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/ClassWriter.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/ModuleVisitor.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/AnnotationVisitor.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/MethodWriter.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
  jar/net/bytebuddy/jar/asm/FieldVisitor.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-
jar/net/bytebuddy/jar/asm/Attribute.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/SymbolTable.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/FieldWriter.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/ConstantDynamic.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/ClassReader.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/AnnotationWriter.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/ClassTooLargeException.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/TypePath.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Handler.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Context.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Label.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/jar/asm/Symbol.java
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* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/HasSuperTypeMatcher.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/build/Plugin.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/DeclaringAnnotationMatcher.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/assign/primitive/VoidAwareAssigner.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/attribute/FieldAttributeAppender.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/MethodStrictness.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/subclass/ConstructorStrategy.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/SubTypeMatcher.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/type/package-info.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/package-info.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/auxiliary/AuxiliaryType.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/field/FieldList.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/ClassFileLocator.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bind/annotation/Empty.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/inline/MethodNameTransformer.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/description/modifier/SynchronizationState.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/matcher/NullMatcher.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/dynamic/scaffold/inline/MethodRebaseResolver.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/visitor/LineNumberPrependingMethodVisitor.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/utility/visitor/ExceptionTableSensitiveMethodVisitor.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/ByteCodeAppender.java
* /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/0/byte-buddy-1-9-4-sources-jar/net/bytebuddy/implementation/bytecode/ByteCodeAppender.java
Java source code listing.
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- /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/jar/net/bytebuddy/matcher/AnnotationTypeMatcher.java
- /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/jar/net/bytebuddy/implementation/bind/annotation/Argument.java
- /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/jar/net/bytebuddy/implementation/SuperMethodCall.java
- /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/jar/net/bytebuddy/implementation/DefaultMethodCall.java
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- /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/jar/net/bytebuddy/asm/AsmVisitorWrapper.java
- /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/jar/net/bytebuddy/utility/visitor/MetadataAwareClassVisitor.java
- /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/jar/net/bytebuddy/implementation/bytecode/Duplication.java
- /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/jar/net/bytebuddy/matcher/ClassLoaderParentMatcher.java
- /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/jar/net/bytebuddy/description/method/ParameterDescription.java
- /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/jar/net/bytebuddy/implementation/bind/annotation/StubValue.java
- /opt/ws_local/PERMITS_SQL/1074307545_1595728037.67/jar/net/bytebuddy/description/modifier/ProvisioningState.java
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.mail.glassfish
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following 
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* java.sun.security.ssl

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

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

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Apache

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org.apache.taglibs:taglibs-standard-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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The actual DOM Java Language Binding classes in xml-commons came from:
http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/java-binding.html

The specification of DOM Level 3’s various parts is at:
http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/
http://www.w3.org/TR/2004/REC-DOM-Level-3-LS-20040407/
http://www.w3.org/TR/2004/NOTE-DOM-Level-3-XPath-20040226/

The specification of DOM Level 2’s various parts is at:
http://www.w3.org/TR/2000/REC-DOM-Level-2-Events-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Style-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Traversal-Range-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Views-20001113/

The specification of DOM Level 1’s various parts is at:

Links to all available W3C DOM Java Bindings can be found at:
http://www.w3.org/DOM/DOMTR

The actual classes of The Simple API for CSS (SAC) came from:
http://www.w3.org/Style/CSS/SAC/
http://www.w3.org/2002/06/sacjava-1.3.zip

The actual DOM Java Language Binding classes for SMIL came from:
http://dev.w3.org/cvsweb/java/classes/org/w3c/dom/smil/
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  * /opt/cola/permits/1138242170_1614277467.51/0/xmlunit-core-2-6-2-sources-1-jar/org/xmlunit/diff/ComparisonFormatter.java
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1.627 jsonassert 1.5.0

1.628 jetty-io 9.4.16.v20190411

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

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

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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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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources.jar/springfox/documentation/swagger/readers/operation/OperationSummaryReader.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources.jar/springfox/documentation/swagger/readers/operation/OperationNotesReader.java
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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources.jar/springfox/documentation/swagger/annotations/Annotations.java
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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/web/ModelRendering.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/web/UiConfigurationBuilder.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/web/DocExpansion.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/web/TagsSorter.java

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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/schema/ApiModelProperties.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/OpenApiResponseReader.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/web/InMemorySwaggerResourcesProvider.java
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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/web/SwaggerApiListingReader.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/schema/ApiModelPropertyPropertyBuilder.java

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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/web/SwaggerResource.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/common/XForwardPrefixPathAdjuster.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/parameter/Examples.java

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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/web/ApiKeyVehicle.java
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1.630 react-router 3.2.5

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1.631 txw2 2.3.0

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1.633 jcommander 1.48

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1.634 commons-fileupload 1.3.3

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* /opt/cola/permits/1092526418_1601878472.11/0/asm-analysis-8-0-1-sources-jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java

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jar/org/springframework/beans/factory/annotation/QualifierAnnotationAutowiredCandidateResolver.java
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jar/org/springframework/beans/factory/xml/DefaultDocumentLoader.java
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jar/org/springframework/beans/factory/NoSuchBeanDefinitionException.java
* /opt/cola/permits/1135880012_1613624462.88/0/spring-beans-5-2-7-release-sources-1-
jar/org/springframework/beans/PropertyEditorRegistrySupport.java
* /opt/cola/permits/1135880012_1613624462.88/0/spring-beans-5-2-7-release-sources-1-
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* /opt/cola/permits/1135880012_1613624462.88/0/spring-beans-5-2-7-release-sources-1-
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jar/org/springframework/beans/factory/SmartFactoryBean.java
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jar/org/springframework/beans/factory/support/SimpleSecurityContextProvider.java
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* /opt/cola/permits/1135880012_1613624462.88/0/spring-beans-5-2-7-release-sources-1-jar/org/springframework/beans/factory/config/ConfigurableListableBeanFactory.java
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1.642 micrometer-registry-prometheus 1.5.1
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* Indicates that a component is only eligible for registration when all
  [@linkplain #value specified conditions] match.

* <p>A <em>condition</em> is any state that can be determined programmatically
  before the bean definition is due to be registered (see [@link Condition] for details).

* <p>The [@code @Conditional] annotation may be used in any of the following ways:
  <ul>
    <li>as a type-level annotation on any class directly or indirectly annotated with
        [@code @Component], including [@link Configuration @Configuration] classes</li>
    <li>as a meta-annotation, for the purpose of composing custom stereotype
        annotations</li>
    <li>as a method-level annotation on any [@link Bean @Bean] method</li>
  </ul>

* <p>If a [@code @Configuration] class is marked with [@code @Conditional],
  all of the [@code @Bean] methods, [@link Import @Import] annotations, and
  [@link ComponentScan @ComponentScan] annotations associated with that
  class will be subject to the conditions.

* <p><strong>NOTE</strong>: Inheritance of [@code @Conditional] annotations
  is not supported; any conditions from superclasses or from overridden
  methods will not be considered. In order to enforce these semantics,
  [@code @Conditional] itself is not declared as
  [@link java.lang.annotation.Inherited @Inherited]; furthermore, any
  custom <em>composed annotation</em> that is meta-annotated with
  [@code @Conditional] must not be declared as [@code @Inherited].

* @author Phillip Webb
* @author Sam Brannen
* @since 4.0
* @see Condition
*/

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* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
  jar/org/springframework/context/annotation/Conditional.java
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/**
* {@link FactoryBean} that obtains a WebSphere {@link javax.management.MBeanServer}
* reference through WebSphere's proprietary {@code AdminServiceFactory} API,
* available on WebSphere 5.1 and higher.
*
* <p>Exposes the {@code MBeanServer} for bean references.
* 
* <p>This {@code FactoryBean} is a direct alternative to {@link MBeanServerFactoryBean},
* which uses standard JMX 1.2 API to access the platform's {@link MBeanServer}.
* 
* <p>See the javadocs for WebSphere's
* 
* and
* 
* @author Juergen Hoeller
* @author Rob Harrop
* @since 2.0.3
* @see javax.management.MBeanServer
* @see MBeanServerFactoryBean
* /

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* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
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* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
  jar/org/springframework/cache/annotation/AbstractCachingConfiguration.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
  jar/org/springframework/ejb/access/LocalStatelessSessionProxyFactoryBean.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
  jar/org/springframework/context/i18n/LocaleContextHolder.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
  jar/org/springframework/cache/annotation/EnableCaching.java
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  jar/org/springframework/scheduling/annotation/AsyncResult.java
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  jar/org/springframework/scripting/ScriptCompilationException.java
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  jar/org/springframework/context/support/MessageSourceSupport.java
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  jar/org/springframework/context/EmbeddedValueResolverAware.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
  jar/org/springframework/remoting/rmi/RmiInvocationWrapper.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
  jar/org/springframework/cache/interceptor/NameMatchCacheOperationSource.java
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  jar/org/springframework/format/datetime/standard/DateTimeConverters.java
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  jar/org/springframework/validation/validator/BeanValidationPostProcessor.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
  jar/org/springframework/jmx/export/assembler/AbstractReflectiveMBeanInfoAssembler.java
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  jar/org/springframework/validation/validation/Validator.java
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  jar/org/springframework/scheduling/annotation/ProxyAsyncConfiguration.java
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  jar/org/springframework/jmx/export/naming/IdentityNamingStrategy.java
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  jar/org/springframework/cache/annotation/CachingConfigurerSupport.java
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jar/org/springframework/jmx/export/SpringModelMBean.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/remoting/support/RemoteInvocationExecutor.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/remoting/support/RemoteInvocationFactory.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/jmx/export/metadata/AbstractJmxAttribute.java

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* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/context/ApplicationContext.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/scheduling/config/ContextLifecycleScheduledTaskRegistrar.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/validation/validation/annotation/Validated.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/validation/validation/beanvalidation/MessageSourceResourceBundleLocator.java
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* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/jmx/access/MBeanInfoRetrievalException.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/format/number/AbstractNumberFormatter.java
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* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/remoting/RemoteConnectFailureException.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/jmx/export/MBeanExportException.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
jar/org/springframework/context/config/ContextNamespaceHandler.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
jar/org/springframework/ui/context/Theme.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
jar/org/springframework/context/event/ContextClosedEvent.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-
jar/org/springframework/context/config/SpringConfiguredBeanDefinitionParser.java
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jar/org/springframework/jmx/export/MBeanExporterListener.java
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jar/org/springframework/context/annotation/EnableMBeanExport.java
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jar/org/springframework/context/support/LiveBeansViewMBean.java
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jar/org/springframework/jmx/access/InvalidInvocationException.java
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jar/org/springframework/scheduling/config/TaskNamespaceHandler.java
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jar/org/springframework/jmx/export/naming/SelfNaming.java
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* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/scheduling/stereotype/Indexed.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/scheduling/format/datetime/standard/DateTimeContext.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/scheduling/concurrent/ReschedulingRunnable.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/ejb/access/SimpleRemoteSlsbInvokerInterceptor.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/context/i18n/SimpleLocaleContext.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/interceptor/CacheErrorHandler.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/validation/support/BindingAwareModelMap.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/validation/beanvalidation/CustomValidatorBean.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/scheduling/concurrent/DefaultManagedTaskScheduler.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/cache/interceptor/CacheInterceptor.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/context/support/ConversionServiceFactoryBean.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/context/expression/BeanExpressionContextAccessor.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/jmx/export/naming/ObjectNamingStrategy.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/context/support/DelegatingMessageSource.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/context/support/ConversionServiceFactoryBean.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/context/support/DefaultMessageCodesResolver.java
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* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/format/datetime/joda/DurationFormatter.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/scripting/config/LangNamespaceHandler.java
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* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/jmx/export/annotation/ManagedOperationParameters.java
* /opt/cola/permits/1135880277_1613624409.62/0/spring-context-5-2-7-release-sources-1-jar/org/springframework/scripting/support/StandardScriptEvalException.java
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* /opt/cola/permits/1001689035_1607385153.08/0/kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/GenericsResolver.java
* /opt/cola/permits/1001689035_1607385153.08/0/kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/TaggedFieldSerializerConfig.java

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* /opt/cola/permits/1001689035_1607385153.08/0/kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerConfig.java
* /opt/cola/permits/1001689035_1607385153.08/0/kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/OptionalSerializers.java

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* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/ClassMap.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/compiler/CompileError.java
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1.648 failureaccess 1.0.1

1.649 jul-to-slf4j 1.7.30

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1.650 kryo 4.0.2

1.651 hibernate-validator 6.1.5.Final

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 * 
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 * 
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 */

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jar/org/hibernate/validator/internal/constraintvalidators/bv/AssertFalseValidator.java
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1.jar/org/hibernate/validator/internal/logging/Log.java
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1.jar/org/hibernate/validator/internal/metadata/PredefinedScopeBeanMetaDataManager.java
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1.jar/org/hibernate/validator/internal/util/privilegedactions/GetClassLoader.java
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1.jar/org/hibernate/validator/constraints/Range.java
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1.jar/org/hibernate/validator/spi/properties/package-info.java
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1.jar/org/hibernate/validator/constraintvalidators/bv/number/bound/decimal/DecimalMaxValidatorForFloat.java
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1.jar/org/hibernate/validator/spi/properties/GetterPropertySelectionStrategy.java
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/notempty/NotEmptyValidatorForCharSequence.java
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1.jar/org/hibernate/validator/internal/xml/mapping/ConstrainedConstructorStaxBuilder.java
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForCalendar.java
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1.jar/org/hibernate/validator/internal/xml/mapping/AbstractConstrainedExecutableElementStaxBuilder.java

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* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1-jar/org/hibernate/validator/PredefinedScopeHibernateValidatorConfiguration.java
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1-jar/org/hibernate/validator/cfg/defs/NegativeOrZeroDef.java

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1-jar/META-INF/validation-mapping-1.0.xsd
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1-jar/META-INF/validation-mapping-1.1.xsd
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1-jar/META-INF/maven/org.hibernate.validator/hibernate-validator/pom.xml
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1-jar/org/hibernate/validator/overview.html
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1-jar/META-INF/validation-configuration-1.0.xsd
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1-jar/META-INF/validation-configuration-1.1.xsd
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1-jar/META-INF/validation-configuration-2.0.xsd
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1-jar/META-INF/validation-mapping-2.0.xsd

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 */
/**
* <p>
* A method-level constraint, that evaluates a script expression against the
* annotated method or constructor. This constraint can be used to implement
* validation routines that depend on several parameters of the annotated
* executable.
* </p>
* <p>
* Script expressions can be written in any scripting or expression language,
* for which a <a href="http://jcp.org/en/jsr/detail?id=223">JSR 223</a>
* ("Scripting for the Java<sup>TM</sup> Platform") compatible engine can be
* found on the classpath. To refer to a parameter within the scripting
* expression, use its name as obtained by the active
* [ @link javax.validation.ParameterNameProvider ]. The default provider will
* return the actual parameter names, if the -parameters compiler option
* has been enabled, and {@code arg0}, {@code arg1} etc. otherwise.
* </p>
* <p>
* The following listing shows an example using the JavaScript engine which
* comes with the JDK:
* </p>
* <pre>
* {@code @ParameterScriptAssert(script = "start.before(end)", lang = "javascript")
* public void createEvent(Date start, Date end) { ... }
* }
* </pre>
* <p>
* Can be specified on any method or constructor.
* </p>
* 
* @author Gunnar Morling
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1073022525_1595251909.25/0/hibernate-validator-6-1-5-final-sources-1-
jar/org/hibernate/validator/constraints/ParameterScriptAssert.java

1.652 gson 2.7

1.653 java-compression 1.7.1
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* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/lz4/LZ4JNISafeDecompressor.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/lz4/LZ4JNIFastDecompressor.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/xxhash/StreamingXXHash64.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/lz4/LZ4CompressorWithLength.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/lz4/LZ4DecompressorWithLength.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/xxhash/XXHash32JNI.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/xxhash/XXHash64JNI.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/util/UnsafeUtils.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/lz4/LZ4FastDecompressor.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/lz4/LZ4ByteBufferUtils.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/xxhash/StreamingXXHash64JNI.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/lz4/LZ4UnsafeUtils.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/lz4/LZ4HCJNICompressor.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/lz4/LZ4BlockOutputStream.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/lz4/LZ4Decompressor.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/xxhash/AbstractStreamingXXHash32Java.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/lz4/LZ4UnsafeUtils.java
* /opt/ws_local/PERMITS_SQL/1068816920_1595472128.15/0/lz4-java-1-7-1-sources-jar/net/jpountz/lz4/LZ4Compressor.java

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* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/StackMapTable.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/tools/rmi/RemoteRef.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/CompileError.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/MemberCodeGen.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/util/HotSwapper.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/ConstantAttribute.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/Bytecode.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/Bytecode.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/expr/FieldAccess.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/AccessorMaker.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/util/proxy/SerializedProxy.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/InnerClassesAttribute.java
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<tr>
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* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/runtime/Desc.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ast/StringL.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/scopedpool/ScopedClassPoolRepositoryImpl.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ast/Member.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/tools/rmi/RemoteException.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/Executor.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/analysis/MultiType.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ast/MethodDecl.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/ClassFile.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/analysis/MultiArrayType.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/CannotCompileException.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ast/proxy/RuntimeSupport.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ast/proxy/AttributeInfo.java
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* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/tools/rmi/ObjectNotFoundException.java

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* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5.jar/javassist/bytecode/annotation/MemberValue.java
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* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5.jar/javassist/bytecode/annotation/LongMemberValue.java

1.663 libx11 1.6.7-1+deb10u1

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

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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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/pool/AbstractChannelPoolHandler.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/pool/ChannelHealthChecker.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/pool/ChannelPool.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/pool/ChannelPoolMap.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/pool/ChannelPoolHandler.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/pool/package-info.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/pool/DefaultMaxMessagesRecvByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/pool/DefaultMaxBytesRecvByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/pool/FixedChannelPool.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/pool/AbstractChannelPoolMap.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/pool/AbstractChannelPoolMap.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/pool/package-info.java
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* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-
  jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-
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jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/group/ChannelGroup.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/ChannelId.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/ChannelOutboundBuffer.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/MessageSizeEstimator.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/DefaultChannelId.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/ConnectTimeoutException.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/DefaultAddressedEnvelope.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/group/DefaultChannelGroup.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/DefaultMessageSizeEstimator.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/group/ChannelGroupException.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/ChannelProgressivePromise.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/ChannelProgressiveFuture.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/AddressedEnvelope.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/AbstractEventLoopGroup.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/nio/SelectedSelectionKeySet.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/SimpleChannelInboundHandler.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/ChannelHandlerAdapter.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/DefaultChannelProgressivePromise.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/group/ChannelMatchers.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/bootstrap/ChannelFactory.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/group/ChannelMatcher.java
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 */
/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its {@link ChannelPipeline}.  
 *
 * <h3>Sub-types</h3>
 * <p>
 * {@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
 * subtypes:
 * <ul>
 * <li>{@link ChannelInboundHandler} to handle inbound I/O events, and</li>
 * <li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
 * </ul>
 * <p>
 * Alternatively, the following adapter classes are provided for your convenience:
 * <ul>
 * <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events, </li>
 * <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
 * <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
 * </ul>
 * <p>
 * For more information, please refer to the documentation of each subtype.
 * <p>
 * <h3>The context object</h3>
 * <p>
 * A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext} object.  A {@link ChannelHandler} is supposed to interact with the
 * {@link ChannelPipeline} it belongs to via a context object.  Using the
 */
* context object, the [@link ChannelHandler] can pass events upstream or
* downstream, modify the pipeline dynamically, or store the information
* (using [@link AttributeKey]s) which is specific to the handler.
*
* <h3>State management</h3>
*
* A [@link ChannelHandler] often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* }
*
* public class DataServerHandler extends [@link SimpleChannelInboundHandler]<Message> {
*     private boolean loggedIn;
*     
*     @Override
*     public void channelRead0([@link ChannelHandlerContext] ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             loggedIn = true;
*         } else (message instanceof GetDataMessage) {
*             if (loggedIn) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*         }
*     }
* }
*
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where an unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See [@link ChannelInitializer] initChannel(Channel).
* public class DataServerInitializer extends [@link ChannelInitializer]<@link Channel> {
*     @Override
*     public void initChannel([@link Channel] channel) {
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*     }
* }
* </pre>
* <h4>Using @link AttributeKey}s</h4>*

* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use @link AttributeKey}s which is provided by
* @link ChannelHandlerContext:
* <pre>*
* public interface Message {
*     // your methods here
* }
* *
* @code @Sharable
* public class DataServerHandler extends @link SimpleChannelInboundHandler}{@link Message}{
*     private final @link AttributeKey}[@link Boolean] auth =
*         @link AttributeKey#valueOf(String) AttributeKey.valueOf("auth");
* *
*     @code @Override
*     public void channelRead(@link ChannelHandlerContext) ctx, Message message) {
*         @link Attribute}[@link Boolean] attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             attr.set(true);
*         } else (message instanceof GetDataMessage) {
*             if (@b>Boolean.TRUE.equals(attr.get())</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         }
*         ...
*     }
* </pre>*

* Now that the state of the handler is attached to the @link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>*
* public class DataServerInitializer extends @link ChannelInitializer}{@link Channel}{
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
* *
*     @code @Override
*     public void initChannel(@link Channel) channel) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);
*     }
* </pre>*
The `@Sharable` annotation

In the example above which used an `AttributeKey`, you might have noticed the `@Sharable` annotation.

If a `ChannelHandler` is annotated with the `@Sharable` annotation, it means you can create an instance of the handler just once and add it to one or more `ChannelPipeline`s multiple times without a race condition.

If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.

This annotation is provided for documentation purpose, just like the JCIP annotations.

Additional resources worth reading

Please refer to the `ChannelHandler`, and `ChannelPipeline` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

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```
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* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/internal/package-info.java
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* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/socket/ChannelOutputShutdownException.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/internal/ChannelUtils.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/PendingBytesTracker.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/nio/SelectedSelectionKeySetSelector.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java

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* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/embedded/EmbeddedChannel.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-jar/io/netty/channel/CombinedChannelDuplexHandler.java
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* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-
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jar/io/netty/channel/ChannelFuture.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-
jar/io/netty/channel/local/LocalChannel.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-
jar/io/netty/channel/group/ChannelGroupFuture.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-
jar/io/netty/channel/socket/oio/NioSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1068233910_1594324277.63/0/netty-transport-4-1-50-final-sources-1-
jar/io/netty/channel/ChannelPromiseNotifier.java
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* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/web/method/support/HandlerMethodReturnValueHandler.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/web/multipart/support/ByteArrayMultipartFileEditor.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/remoting/jaxws/JaxWsPortProxyFactoryBean.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/web/context/support/LiveBeansViewServlet.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/http/converter/json/MappingJacksonInputMessage.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/web/bind/support/WebDataBinderFactory.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/web/multipart/MaxUploadSizeExceededException.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
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* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
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* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/web/server/session/WebSessionStore.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
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* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/http/client/AbstractAsyncClientHttpRequest.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
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* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
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* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/web/util/AbstractUriTemplateHandler.java
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Found in path(s):
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1- 
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 */

/**
 * Return the web session for the current request. Always guaranteed to
 * return an instance either matching to the session id requested by the 
 * client, or with a new session id either because the client did not
 * specify one or because the underlying session had expired. Use of this
 * method does not automatically create a session. See {@link WebSession}
 * for more details.
 */

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Found in path(s):
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Open Source Used In MSX SD-Branch Service Pack 4.0.0 5330
jar/org/springframework/http/converter/feed/AbstractWireFeedHttpMessageConverter.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
jar/org/springframework/web/multipart/support/MultipartResolutionDelegate.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
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* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
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jar/org/springframework/web/client/MultipartBodyBuilder.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
jar/org/springframework/http/codec/HttpMessageWriter.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
jar/org/springframework/http/codec/cbor/Jackson2CborDecoder.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
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* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
jar/org/springframework/web/server/session/InMemoryWebSessionStore.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
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* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
jar/org/springframework/web/util/pattern/InternalPathPatternParser.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
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jar/org/springframework/web/util/pattern/InternalPathPatternParser.java
*/

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Found in path(s):
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/http/server/ServerHttpResponse.java
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/web/HttpMediaTypeException.java
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Found in path(s):
* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-
  jar/org/springframework/web/context/support/ServletContextResourceLoader.java
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# This file maps Internet media types to unique file extension(s).
# Although created for httpd, this file is used by many software systems
# and has been placed in the public domain for unlimited redistribution.
#
# The table below contains both registered and (common) unregistered types.
# A type that has no unique extension can be ignored -- they are listed
# here to guide configurations toward known types and to make it easier to
# identify "new" types. File extensions are also commonly used to indicate
# content languages and encodings, so choose them carefully.
#
# Internet media types should be registered as described in RFC 4288.
# The registry is at <https://www.iana.org/assignments/media-types/>.
#
# This file was retrieved from
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Open Source Used In MSX SD-Branch Service Pack 4.0.0 5356
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# application/xml-patch+xml
# application/xmpp+xml
application/xop+xml
application/xproc+xml
application/xslt+xml
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application/yang
application/yin+xml
application/zip
# application/zlib
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# audio/3gpp
# audio/3gpp2
# audio/ac3
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# audio/amr
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video/x-ms-wmx
video/x-ms-wvx
video/x-msvideo
video/x-sgi-movie
video/x-smv
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* /opt/cola/permits/1135880101_1613624385.9/0/spring-web-5-2-7-release-sources-1-jar/org/springframework/web/bind/annotation/InitBinder.java
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* org.eclipse.jetty.orbit:javax.security.auth.message

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

* java.sun.security.ssl

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

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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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1.690 c3p0 0.9.1.1
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It was taken over by Matthias Urluchs <smurf@debian.org>, and is now
maintained by Andreas Metzler <ametzler@debian.org> Eric Dorland
<eric@debian.org>, James Westby <jw+debian@jameswestby.net>

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=================================================================

LIBGCRYPT Werner Koch 2001-06-07
Assigns past and future changes.
Assignment for future changes terminated on 2012-12-04.
wk@gnupg.org
Designed and implemented Libgcrypt.

GNUPG Matthew Skala 1998-08-10
Disclaims changes.
mskala@ansuz.sooke.bc.ca
Wrote cipher/twofish.c.

GNUPG Natural Resources Canada 1998-08-11
Disclaims changes by Matthew Skala.

GNUPG Michael Roth Germany 1998-09-17
Assigns changes.
mroth@nessie.de
Wrote cipher/des.c.
Changes and bug fixes all over the place.

GNUPG Niklas Hernaeus 1998-09-18
Disclaims changes.
nh@df.lth.se
Weak key patches.

GNUPG Rémi Guyomarch 1999-05-25
Assigns past and future changes. (g10/compress.c, g10/encr-data.c,
g10/free-packet.c, g10/mdfilter.c, g10/plaintext.c, util/iobuf.c)
rguyom@mail.dotcom.fr

ANY g10 Code GmbH 2001-06-07
Assignment for future changes terminated on 2012-12-04.
Code marked with ChangeLog entries of g10 Code employees.

LIBGCRYPT Timo Schulz 2001-08-31
Assigns past and future changes.
twoaday@freakmail.de

LIBGCRYPT Simon Josefsson  2002-10-25
Assigns past and future changes to FSF (cipher/{md4,crc}.c, CTR mode,
CTS/MAC flags, self test improvements)
simon@josefsson.org

LIBGCRYPT Moritz Schulte 2003-04-17
Assigns past and future changes.
moritz@g10code.com

GNUTLS Nikolaos Mavrogiannopoulos 2003-11-22
nmav@gnutls.org
Original code for cipher/rfc2268.c.

LIBGCRYPT The Written Word 2005-04-15
Assigns past and future changes.  (new: src/libgcrypt.pc.in,
src/Makefile.am, src/secmem.c, mpi/hppa1.1/mpih-mul3.S,
mpi/hppa1.1/udiv-qrnd.S, mpi/hppa1.1/mpih-mul2.S,
mpi/hppa1.1/mpih-mul1.S, mpi/Makefile.am, tests/prime.c,
tests/register.c, tests/ac.c, tests/basic.c, tests/tsexp.c,
tests/keygen.c, tests/pubkey.c, configure.ac, acinclude.m4)

LIBGCRYPT Brad Hards  2006-02-09
Assigns Past and Future Changes
bradh@frogmouth.net
(Added OFB mode. Changed cipher/cipher.c, test/basic.c doc/gcrypt.tex.
added SHA-224, changed cipher/sha256.c, added HMAC tests.)

LIBGCRYPT Hye-Shik Chang  2006-09-07
Assigns Past and Future Changes
perky@freebsd.org
(SEED cipher)

LIBGCRYPT Werner Dittmann  2009-05-20
Assigns Past and Future Changes
werner.dittmann@t-online.de
(mpi/amd64, tests/mpitests.c)

GNUPG David Shaw
Assigns past and future changes.
dshaw@jabberwocky.com
(cipher/camellia-glue.c and related stuff)

LIBGCRYPT Andrey Jivsov  2010-12-09
Assigns Past and Future Changes
openpgp@brainhub.org
(cipher/ecc.c and related files)
LIBGCRYPT    Ulrich MÃ¼ller    2012-02-15
Assigns Past and Future Changes
ulm@gentoo.org
(Changes to cipher/idea.c and related files)

LIBGCRYPT    Vladimir Serbinenko  2012-04-26
Assigns Past and Future Changes
phcoder@gmail.com
(cipher/serpent.c)

Authors with a DCO

Andrei Scherer <andsch@inbox.com>
2014-08-22:BF7CEF794F9.000003F0andsch@inbox.com:

Christian Aistleitner <christian@quelltextlich.at>
2013-02-26:20130226110144.GA12678@quelltextlich.at:

Christian Grothoff <christian@grothoff.org>
2013-03-21:514B5D8A.6040705@grothoff.org:

Dmitry Eremin-Solenikov <dbaryshkov@gmail.com>
2013-07-13:20130713144407.GA27334@fangorn.rup.mentorg.com:

Dmitry Kasatkin <dmitry.kasatkin@intel.com>
2012-12-14:50CAE2DB.80302@intel.com:

JÅœrÅœ CourrÅ“ges-Anglas <jca@wxcvbn.org>
2016-05-26:87bn3ssqg0.fsf@ritchie.wxcvbn.org

Jussi Kivilinna <jussi.kivilinna@mbnet.fi>
2012-11-15:20121115172331.150537dzb5i6jmy8@www.dalek.fi:

Jussi Kivilinna <jussi.kivilinna@iki.fi>
2013-05-06:5186720A.4090101@iki.fi:

Markus Teich <markus dot teich at stusta dot mhn dot de>
2014-10-08:20141008180509.GA2770@trolle:

Mathias L. Baumann <mathias.baumann at sociomantic.com>
2017-01-30:07c06d79-0828-b564-d604-fd16c786ebe@sociomantic.com:

Milan Broz <gmazyland@gmail.com>
2014-01-13:52D44CC6.4050707@gmail.com:
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The ECC code cipher/ecc.c was based on code by Sergi Blanch i Torne, sergi at calcurco dot org.

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

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

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

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Oracle

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

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

Apache

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

MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
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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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1.699 neko-html 1.9.22

1.700 xmlrpc-client 3.1.3

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1.702 batik-i18n 1.11

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5.12.3

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1.710 ns-popover 0.6.8

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1.711 javax-annotation-api 1.3.2

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1.714 slf4j 1.7.30

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* /opt/cola/permits/1134810204_1613424006.61/0/slf4j-api-1-7-30-sources-jar/org/slf4j/spi/MarkerFactory.java
* /opt/cola/permits/1134810204_1613424006.61/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/NOPLoggerFactory.java
* /opt/cola/permits/1134810204_1613424006.61/0/slf4j-api-1-7-30-sources-jar/org/slf4j/impl/StaticMDCBinder.java
* /opt/cola/permits/1134810204_1613424006.61/0/slf4j-api-1-7-30-sources-jar/org/slf4j/spi/LoggerFactoryBinder.java
* /opt/cola/permits/1134810204_1613424006.61/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/SubstituteLoggerFactory.java
* /opt/cola/permits/1134810204_1613424006.61/0/slf4j-api-1-7-30-sources-jar/org/slf4j/ILoggerFactory.java
* /opt/cola/permits/1134810204_1613424006.61/0/slf4j-api-1-7-30-sources-jar/org/slf4j/Marker.java
* /opt/cola/permits/1134810204_1613424006.61/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/NamedLoggerBase.java
* /opt/cola/permits/1134810204_1613424006.61/0/slf4j-api-1-7-30-sources-jar/org/slf4j/IMarkerFactory.java
* /opt/cola/permits/1134810204_1613424006.61/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/FormattingTuple.java
* /opt/cola/permits/1134810204_1613424006.61/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/Util.java
* /opt/cola/permits/1134810204_1613424006.61/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/NOPLogger.java

1.715 ribbon-loadbalancer 2.3.0

1.716 snake-yaml 1.26
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 *
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 * to provide data integrity, confidentiality, protection against cross-site
 * request forgery (CSRF), and others or for other tasks such as automatically
 * adding a hidden field to all forms and URLs.
 *
 * View technologies that support this contract can obtain an instance to
 * delegate to via [link RequestContext#getRequestDataValueProcessor()].
 *
 * @author Rossen Stoyanchev
 * @since 3.1
 */

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* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/mvc/method/annotation/ResponseEntityExceptionHandler.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/config/annotation/DefaultServletHandlerConfigurer.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/resource/WebJarsResourceResolver.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/mvc/method/annotation/DeferredResultMethodReturnValueHandler.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/handler/AbstractUrlHandlerMapping.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/i18n/LocaleChangeInterceptor.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/config/annotation/DelegatingWebMvcConfiguration.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/mvc/WebContentInterceptor.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/mvc/method/annotation/ReactiveTypeHandler.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/view/RedirectView.java
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* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/mvc/method/annotation/ViewMethodReturnValueHandler.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/function/ToStringVisitor.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/support/AbstractFlashMapManager.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/function/ServerResponse.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/function/ResourceHandlerFunction.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/function/HandlerFunction.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/resource/CachingResourceResolver.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/resource/CachingResourceTransformer.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/resource/VersionResourceResolver.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/handler/HandlerExceptionResolverComposite.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/handler/BeanNameUrlHandlerMapping.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/view/UrlBasedViewResolver.java
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/**
 * XSLT-driven View that allows for response context to be rendered as the
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 *
 * <p>The XSLT Source object is supplied as a parameter in the model and then
 * [ @link locateSource detected ] during response rendering. Users can either specify
 * a specific entry in the model via the [ @link setSourceKey sourceKey ] property or
 * have Spring locate the Source object. This class also provides basic conversion
 * of objects into Source implementations. See [ @link getSourceTypes() here]
 * for more details.
 *
 * <p>All model parameters are passed to the XSLT Transformer as parameters.
 * In addition the user can configure [ @link setOutputProperties output properties]
 * to be passed to the Transformer.
 *
 * @author Rob Harrop
* @author Juergen Hoeller
* @since 2.0
*/

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jar/org/springframework/web/servlet/handler/DispatcherServletWebRequest.java

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* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/resource/VersionPathStrategy.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/resource/VersionStrategy.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/view/groovy/GroovyMarkupConfig.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/tags/ArgumentAware.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/tags/ArgumentAware.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/tags/ArgumentAware.java
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* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/tags/HtmlEscapingAwareTag.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/view/document/AbstractXlsxView.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/view/document/AbstractXlsxView.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/view/document/AbstractXlsxStreamingView.java

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* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-
  jar/org/springframework/web/servlet/support/DefaultHandlerExceptionResolver.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-
  jar/org/springframework/web/view/freemarker/FreeMarkerConfigurer.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-
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* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-
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* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-
  jar/org/springframework/web/servlet/view/document/AbstractPdfView.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-
  jar/org/springframework/web/servlet/annotator/AbstractMessageConverterMethodArgumentResolver.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-
  jar/org/springframework/web/servlet/tags/form/AbstractCheckedElementTag.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-
  jar/org/springframework/web/servlet/config/annotation/InterceptorRegistry.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-
  jar/org/springframework/web/servlet/config/ResourcesBeanDefinitionParser.java
* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-
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  jar/org/springframework/web/servlet/mvc/condition/CompositeRequestCondition.java
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  jar/org/springframework/web/servlet/resource/AbstractVersionStrategy.java
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* /opt/cola/permits/1135880214_1613624081.79/0/spring-webmvc-5-2-7-release-sources-2-jar/org/springframework/web/servlet/resource/ResourceTransformerSupport.java
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1.723 debianutils 4.8.6.1
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1.726 classmate 1.5.1
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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

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1.727 hash.js 1.1.7

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Just a bike-shed.

## Install

```sh
npm install hash.js
```

## Usage

```js
var hash = require('hash.js')
hash.sha256().update('abc').digest('hex')
```

## Selective hash usage

```js
var sha512 = require('hash.js/lib/hash/sha/512');
sha512().update('abc').digest('hex');
```

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1.728 bcrypt 3.1.6

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1.729 spring-jcl 5.2.7.RELEASE
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* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1-0-10-release-sources-
jar/org/springframework/security/saml/trust/MetadataCredentialResolver.java
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* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1.0.10-release-sources-jar/org/opensaml/ws/transport/http/HttpClientInTransport.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1.0.10-release-sources-jar/org/opensaml/ws/transport/http/HttpClientOutTransport.java

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* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1.0.10-release-sources-jar/org/springframework/security/saml/context/SAMLContextProviderImpl.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1.0.10-release-sources-jar/org/springframework/security/saml/context/SAMLMessageContext.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1.0.10-release-sources-jar/org/springframework/security/saml/trust/X509TrustManager.java
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* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1.0.10-release-sources-jar/org/springframework/security/saml/SAMLDiscovery.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1.0.10-release-sources-jar/org/springframework/security/saml/metadata/AbstractMetadataDelegate.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1.0.10-release-sources-jar/org/springframework/security/saml/metadata/ExtendedMetadataDelegate.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1.0.10-release-sources-jar/org/springframework/security/saml/metadata/ExtendedMetadata.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1.0.10-release-sources-jar/org/springframework/security/saml/metadata/CachingMetadataManager.java

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jar/org/opensaml/liberty/binding/encoding/HTTPPAOS11Encoder.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1-0-10-release-sources-jar/org/springframework/security/saml/processor/HTTPPAOS11Binding.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1-0-10-release-sources-jar/org/opensaml/liberty/paos/impl/RequestImpl.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1-0-10-release-sources-jar/org/opensaml/liberty/paos/impl/RequestUnmarshaller.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1-0-10-release-sources-jar/org/opensaml/PaosBootstrap.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1-0-10-release-sources-jar/org/opensaml/liberty/paos/impl/RequestBuilder.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1-0-10-release-sources-jar/org/opensaml/liberty/binding/decoding/HTTPPAOS11Decoder.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1-0-10-release-sources-jar/org/opensaml/liberty/paos/Request.java
* /opt/cola/permits/1077482393_1607389215.6/0/spring-security-saml2-core-1-0-10-release-sources-jar/org/opensaml/liberty/paos/impl/RequestMarshaller.java

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* /opt/ws_local/PERMITS_SQL/1064524812_1593314771.94/0/feign-core-10-10-1-sources-jar/feign/AsyncInvocation.java
* /opt/ws_local/PERMITS_SQL/1064524812_1593314771.94/0/feign-core-10-10-1-sources-jar/feign/auth/BasicAuthRequestInterceptor.java
* /opt/ws_local/PERMITS_SQL/1064524812_1593314771.94/0/feign-core-10-10-1-sources-jar/feign/stream/StreamDecoder.java
* /opt/ws_local/PERMITS_SQL/1064524812_1593314771.94/0/feign-core-10-10-1-sources-jar/feign/template/UriTemplate.java
* /opt/ws_local/PERMITS_SQL/1064524812_1593314771.94/0/feign-core-10-10-1-sources-jar/feign/ResponseMapper.java
* /opt/ws_local/PERMITS_SQL/1064524812_1593314771.94/0/feign-core-10-10-1-sources-jar/feign/SynchronousMethodHandler.java
* /opt/ws_local/PERMITS_SQL/1064524812_1593314771.94/0/feign-core-10-10-1-sources-jar/feign/template/QueryTemplate.java
* /opt/ws_local/PERMITS_SQL/1064524812_1593314771.94/0/feign-core-10-10-1-sources-jar/feign/template/Literal.java
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* /opt/cola/permits/1110676728_1606843273.36/0/netty-codec-http2-4-1-32-final-sources-1-
  jar/io/netty/handler/codec/http2/HpackDynamicTable.java
* /opt/cola/permits/1110676728_1606843273.36/0/netty-codec-http2-4-1-32-final-sources-1-
  jar/io/netty/handler/codec/http2/HpackHuffmanEncoder.java
* /opt/cola/permits/1110676728_1606843273.36/0/netty-codec-http2-4-1-32-final-sources-1-
  jar/io/netty/handler/codec/http2/HpackStaticTable.java
* /opt/cola/permits/1110676728_1606843273.36/0/netty-codec-http2-4-1-32-final-sources-1-
  jar/io/netty/handler/codec/http2/HpackHuffmanDecoder.java
* /opt/cola/permits/1110676728_1606843273.36/0/netty-codec-http2-4-1-32-final-sources-1-
  jar/io/netty/handler/codec/http2/HpackUtil.java
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jar/io/netty/handler/codec/http2/Http2ConnectionEncoder.java
* /opt/cola/permits/1110676728_1606843273.36/0/netty-codec-http2-4-1-32-final-sources-1-
jar/io/netty/handler/codec/http2/InboundHttp2ToHttpAdapter.java
* /opt/cola/permits/1110676728_1606843273.36/0/netty-codec-http2-4-1-32-final-sources-1-
jar/io/netty/handler/codec/http2/Http2Error.java
* /opt/cola/permits/1110676728_1606843273.36/0/netty-codec-http2-4-1-32-final-sources-1-
jar/io/netty/handler/codec/http2/DefaultHttp2LocalFlowController.java
* /opt/cola/permits/1110676728_1606843273.36/0/netty-codec-http2-4-1-32-final-sources-1-
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jar/io/netty/handler/codec/http2/Http2Headers.java
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* /opt/cola/permits/1110676728_1606843273.36/0/netty-codec-http2-4-1-32-final-sources-1-
  jar/io/netty/handler/codec/http2/CharSequenceMap.java
* /opt/cola/permits/1110676728_1606843273.36/0/netty-codec-http2-4-1-32-final-sources-1-
  jar/io/netty/handler/codec/http2/Http2ConnectionHandlerBuilder.java
* /opt/cola/permits/1110676728_1606843273.36/0/netty-codec-http2-4-1-32-final-sources-1-
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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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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1.753 jopt-simple 5.0.3

1.754 angular-common 9.0.7

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1.762 debug 2.6.9

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1.763 java-driver-core 4.6.1

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* /opt/cola/permits/1134796780_1613422074.14/0/archive-259-zip/RE.java
* /opt/cola/permits/1134796780_1613422074.14/0/archive-259-zip/recompile.java
* /opt/cola/permits/1134796780_1613422074.14/0/archive-259-zip/RESyntaxException.java
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 * /opt/ws_local/PERMITS_SQL/1084394563_1598481158.67/0/exp4j-0-4-8-sources-1-jar/net/objecthunter/exp4j/shuntingyard/ShuntingYard.java
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*/opt/ws_local/PERMITS_SQL/1084394563_1598481158.67/0/exp4j-0-4-8-sources-1-jar/net/objecthunter/exp4j/tokenizer/Tokenizer.java
*/opt/ws_local/PERMITS_SQL/1084394563_1598481158.67/0/exp4j-0-4-8-sources-1-jar/net/objecthunter/exp4j/function/Function.java
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1.768 ecj 22
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isomorphic-fetch ![Build Status](https://travis-ci.org/matthew-andrews/isomorphic-fetch.svg?branch=master)

Fetch for node and Browserify. Built on top of [GitHub's WHATWG Fetch polyfill](https://github.com/github/fetch).
## Warnings

- This adds `fetch` as a global so that its API is consistent between client and server.
- You must bring your own ES6 Promise compatible polyfill, I suggest [es6-promise](https://github.com/jakearchibald/es6-promise).

For [ease-of-maintenance and backward-compatibility reasons][why polyfill], this library will always be a polyfill. As a "safe" alternative, which does not modify the global, consider [fetch-ponyfill][].

[why polyfill]: https://github.com/matthew-andrews/isomorphic-fetch/issues/31#issuecomment-149668361
[fetch-ponyfill]: https://github.com/qubyte/fetch-ponyfill

## Installation

### NPM

```sh
npm install --save isomorphic-fetch es6-promise
```

### Bower

```sh
bower install --save isomorphic-fetch es6-promise
```

## Usage

```js
require('es6-promise').polyfill();
require('isomorphic-fetch');

fetch('//offline-news-api.herokuapp.com/stories')
  .then(function(response) {
    if (response.status >= 400) {
      throw new Error("Bad response from server");
    }
    return response.json();
  })
  .then(function(stories) {
    console.log(stories);
  });
```

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1.775 safe-buffer 5.1.2

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* /opt/cola/permits/1096695478_1601878594.77/0/zipkin-reporter-2-15-0-sources-jar/zipkin2/reporter/Sender.java
* /opt/cola/permits/1096695478_1601878594.77/0/zipkin-reporter-2-15-0-sources-jar/zipkin2/reporter/AsyncReporter.java
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* /opt/cola/permits/1096695478_1601878594.77/0/zipkin-reporter-2-15-0-sources-jar/zipkin2/reporter/ByteBoundedQueue.java
* /opt/cola/permits/1096695478_1601878594.77/0/zipkin-reporter-2-15-0-sources-jar/zipkin2/reporter/AwaitableCallback.java

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* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-jar/io/netty/channel/embedded/EmbeddedChannelId.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-jar/io/netty/channel/ReflectiveChannelFactory.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-jar/io/netty/channel/ChannelFactory.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-jar/io/netty/channel/PendingWriteQueue.java

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jar/io/netty/bootstrap/BootstrapConfig.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-
jar/io/netty/bootstrap/ServerBootstrapConfig.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-
jar/io/netty/channel/SelectStrategy.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-
jar/io/netty/channel/group/VoidChannelGroupFuture.java
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jar/io/netty/channel/socket/DuplexChannel.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-
jar/io/netty/channel/SelectStrategyFactory.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-
jar/io/netty/channel/WriteBufferWaterMark.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-
jar/io/netty/channel/ChannelOutboundInvoker.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-
jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-
jar/io/netty/channel/DefaultSelectStrategyFactory.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-
jar/io/netty/channel/PreferHeapByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-
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* /opt/ws_local/PERMITS_SQL/1018846573_1591376884.4/0/netty-transport-4-1-32-final-sources-jar/io/netty/channel/DefaultChannelPipeline.java

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/* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its [link ChannelPipeline].

* `<h3>Sub-types</h3>`

* `[link ChannelHandler]` itself does not provide many methods, but you usually have to implement one of its subtypes:

* `<ul>`
  * `[link ChannelInboundHandler]` to handle inbound I/O events, and</li>
  * `[link ChannelOutboundHandler]` to handle outbound I/O operations.</li>
* `</ul>`

* `<p>`

* `</p>`

* Alternately, the following adapter classes are provided for your convenience:

* `<ul>`
  * `[link ChannelInboundHandlerAdapter]` to handle inbound I/O events,</li>
  * `[link ChannelOutboundHandlerAdapter]` to handle outbound I/O operations, and</li>
  * `[link ChannelDuplexHandler]` to handle both inbound and outbound events</li>
* `</ul>`

* `<p>`

* `<p>`

* For more information, please refer to the documentation of each subtype.

* `<p>`

* `<h3>The context object</h3>`

* `<p>`

* A `[link ChannelHandler]` is provided with a `[link ChannelHandlerContext]` object. A `[link ChannelHandler]` is supposed to interact with the `[link ChannelPipeline]` it belongs to via a context object. Using the context object, the `[link ChannelHandler]` can pass events upstream or downstream, modify the pipeline dynamically, or store the information (using `[link AttributeKey]`)s which is specific to the handler.

* `<h3>State management</h3>`

* `<p>`

* A `[link ChannelHandler]` often needs to store some stateful information. The simplest and recommended approach is to use member variables:

* `<pre>`
  * `public interface Message {
    // your methods here
  }`  
* `</pre>`

* `public class DataServerHandler extends [link SimpleChannelInboundHandler&lt;Message&gt;] {
  
  * `<h6>private boolean loggedIn;</h6>`

  * `<code>`
    * `public void channelRead0([link ChannelHandlerContext] ctx, Message message) {
      if (message instanceof LoginMessage) {
        loggedIn = true;
        ```
    ```
  * `</code>`
authenticate((LoginMessage) message);
<b>loggedIn = true;</b>
} else (message instanceof GetDataMessage) {
  if (<b>loggedIn</b>) {
    ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
  } else {
    fail();
  }
}

Because the handler instance has a state variable which is dedicated to
one connection, you have to create a new handler instance for each new
cchannel to avoid a race condition where a unauthenticated client can get
the confidential information:

// Create a new handler instance per channel.
// See {@link ChannelInitializer#initChannel(Channel)}.
public class DataServerInitializer extends {@link ChannelInitializer}<{@link Channel}> {
  {@code @Override}
  public void initChannel({@link Channel} channel) {
    channel.pipeline().addLast("handler",<b>new DataServerHandler()</b>);
  }
}

<h4>Using {@link AttributeKey}s</h4>

Although it's recommended to use member variables to store the state of a
handler, for some reason you might not want to create many handler instances.
In such a case, you can use {@link AttributeKey}s which is provided by
{@link ChannelHandlerContext}:

public interface Message {
  // your methods here
}

public class DataServerHandler extends {@link SimpleChannelInboundHandler}<Message> {
  private final {@link AttributeKey}<{@link Boolean}> auth =
    {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth");

  @{code @}Sharable
  public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
    @{link Attribute}<{@link Boolean}> attr = ctx.attr(auth);
* if (message instanceof LoginMessage) {
*     authenticate((LoginMessage) o);
*     attr.set(true);
* } else if (message instanceof GetDataMessage) {
*     if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*         ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*     } else {
*         fail();
*     }
* }
* ...
* }
* </pre>
* Now that the state of the handler is attached to the {link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends {link ChannelInitializer}<{link Channel}> {
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*     {
*         [code Override]
*         public void initChannel({link Channel} channel) {
*             channel.pipeline().addLast("handler", <b>SHARED</b>);
*         }
*     }
* }<pre>
* </pre>
* <h4>The [code @Sharable] annotation</h4>
* In the example above which used an {link AttributeKey},
* you might have noticed the [code @Sharable] annotation.
* If a {link ChannelHandler} is annotated with the [code @Sharable]
* annotation, it means you can create an instance of the handler just once and
* add it to one or more {link ChannelPipeline}s multiple times without
* a race condition.
* If this annotation is not specified, you have to create a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* This annotation is provided for documentation purpose, just like
* [a href="http://www.javaconcurrencyinpractice.com/annotations/doc/""]the JCIP annotations[/a].
* <h3>Additional resources worth reading</h3>
*
* Please refer to the [@link ChannelHandler], and
* [@link ChannelPipeline] to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a pipeline, and how to handle
* the operation in your application.
*/

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# Defaults for the Java Activation Framework (revised).
# Modified extensions registered in this file:
# text/plain
c c++ cpp pl cc h
# image/png
# image/svg+xml
# text/html
# text/plain
txt text TXT TEXT java c c++ cpp pl cc h
# image/gif
# image/ief
# image/jpeg
# image/tiff
# image/x-xwindowdump
# application/postscript
# application/rtf
# application/x-tex
# application/x-texinfo
# application/x-troff
# audio/basic
# audio/midi
# audio/x-aifc
# audio/x-aiff
# audio/x-mpeg
# video/mpeg
# video/x-quicktime

# Additional file types adapted from
# http://sites.utoronto.ca/webdocs/HTMLdocs/Book/Book-3ed/appb/mimetype.html
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# TEXT TYPES
text/x-speech
text/css

text/csv

# IMAGE TYPES

# X-Windows bitmap (b/w)
image/x-xbitmap
# X-Windows pixmap (8-bit color)
image/x-xpixmap
# Portable Network Graphics
image/png
# Scalable Vector Graphics
image/svg+xml
# Image Exchange Format (RFC 1314)
image/ief
# RGB
image/rgb
# Group III Fax (RFC 1494)
image/g3fax
# X Winwindowdump format
image/x-xwindowdump
# Macintosh PICT format
image/x-pict
# PPM (UNIX PPM package)
image/x-portable-pixmapppm
# PGM (UNIX PPM package)
image/x-portable-graymappgm
# PBM (UNIX PPM package)
image/x-portable-bittampbbm
# PNM (UNIX PPM package)
image/x-portable-anympnm
# Microsoft Windows bitmap
image/x-ms-bmpbmp
# CMU raster
image/x-cmu-rasterras
# Kodak Photo-CD
image/x-photo-cdpведущ
# Computer Graphics Metafile
image/cgm
cgm
# CALS Type 1 or 2
image/x-calsmil
cal
# Fractal Image Format (Iterated Systems)
image/fiffif
# QuickSilver active image (Micrografx)
image/x-mgx-dsfdsf
# CMX vector image (Corel)
image/x-cmxcmx
# Wavelet-compressed (Summus)
image/wavelet
# AutoCad Drawing (SoftSource)
image/vnd.dwg
# AutoCad DXF file (SoftSource)
image/vnd.dxf
# Simple Vector Format (SoftSource)
image/vnd.svf

# AUDIO/VOICE/MUSIC RELATED TYPES

# ""basic"" audio - 8-bit u-law PCM"
audio/basicau snd
# Macintosh audio format (AIpple)
audio/x-aiffaiff aiff aifc
# Microsoft audio
audio/x-wav wav
# MPEG audio
audio/x-mpegmpa abs mpega
# MPEG-2 audio
audio/x-mpeg-2mp2a mpa2
# compressed speech (Echo Speech Corp.)
audio/echospeeches
# Toolvox speech audio (Voxware)
audio/voxwarevox
# RapidTransit compressed audio (Fast Man)
application/fastmanlcc
# Realaudio (Progressive Networks)
application/x-pn-realaudio ram
# MIDI music data
x-music/x-midimid
# Koan music data (SSeyo)
application/vnd.koan skp
# Speech synthesis data (MVP Solutions)
text/x-speechtalk

# VIDEO TYPES

# MPEG video
video/mpegmpg mpg mpe
# MPEG-2 video
video/mpeg-2mpv2 mp2v
# Macintosh Quicktime
video/quicktimeqt mov
# Microsoft video
video/x-msvideo avi
# SGI Movie format
video/x-sgi-moviemovie
# VDOlive streaming video (VDOnet)
video/vdovdo
# Vivo streaming video (Vivo software)
video/vnd.vivoviv

# SPECIAL HTTP/WEB APPLICATION TYPES

# Proxy autoconfiguration (Netscape browsers)
application/x-ns-proxy-autoconfigpac
# Netscape Cooltalk chat data (Netscape)
x-conference/x-cooltalkice

# TEXT-RELATED

# PostScript
application/postscriptai eps ps
# Microsoft Rich Text Format
application/rtftf
# Adobe Acrobat PDF
application/pdfpdf
# Maker Interchange Format (FrameMaker)
application/vnd.mifmif
# Troff document
application/x-troff tr roff
# Troff document with MAN macros
application/x-troff-manman
# Troff document with ME macros
application/x-troff-meme
# Troff document with MS macros
application/x-troff-msms
# LaTeX document
application/x-latexlatex
# Tex/LaTeX document
application/x-texttextex
# GNU TexInfo document
application/x-texinfoexinfo texi
# TeX dvi format
application/x-dvidvi
# MS word document
application/msworddoc DOC
# Office Document Architecture
application/odaoda
# Envoy Document
application/envoyevy

# ARCHIVE/COMPRESSED ARCHIVES
# Gnu tar format
application/x-gtar
text/x-gtar

# 4.3BSD tar format
application/x-tartar
text/x-tartar
text/x-systrmtar
text/x-tfrmtar

# POSIX tar format
application/x-ustar
text/x-ustar

# Old CPIO format
application/x-bcpio
text/x-bcpio

# POSIX CPIO format
application/x-cpio
text/x-cpio

# UNIX sh shell archive
application/x-shar
text/x-shar

# DOS/PC - Pkzipped archive
application/zip
text/zip

# Macintosh Binhexed archive
application/mac-binhex40
text/mac-binhex40

# Macintosh Stuffit Archive
application/x-stuffit
text/x-stuffit

# Fractal Image Format
application/fractalshift
text/fractalshift

# "Binary UUencoded"
application/octet-stream
text/octet-stream

# PC executable
application/octet-stream
text/octet-stream

# "WAIS ""sources"
application/x-wais-sources

# NCSA HDF data format
application/hdf

text/hdf

# DOWNLOADABLE PROGRAM/SCRIPTS

# Javascript program
text/javascript
text/x-javascript

# UNIX bourne shell program
application/x-sh

# UNIX c-shell program
application/x-csh

# Perl program
application/x-perl

# Tcl (Tool Control Language) program
application/x-tcl

# ANIMATION/MULTIMEDIA

# FutureSplash vector animation (FutureWave)
application/futuresplash

# mBED multimedia data (mBED)
application/mbedlet
# PowerMedia multimedia (RadMedia)
application/x-rad-powermediarad

# PRESENTATION

# PowerPoint presentation (Microsoft)
application/mspowerpointppz
# ASAP WordPower (Software Publishing Corp.)
application/x-asappasp
# Astound Web Player multimedia data (GoldDisk)
application/astoundas

# SPECIAL EMBEDDED OBJECT

# OLE script e.g. Visual Basic (Ncompass)
application/x-olescriptaxs
# OLE Object (Microsoft/NCompass)
application/x-oleobjectods
# OpenScape OLE/OCX objects (Business@Web)
x-form/x-openscapeopp
# Visual Basic objects (Amara)
application/x-webbasicwba
# Specialized data entry forms (Alpha Software)
application/x-alpha-formfrm
# client-server objects (Wayfarer Communications)
x-script/x-wfxclientwfx

# GENERAL APPLICATIONS

# Undefined binary data (often executable progs)
application/octet-streamexe com
# Pointcast news data (Pointcast)
application/x-pcnpcn
# Excel spreadsheet (Microsoft)
application/vnd.ms-excelxls
# PowerPoint (Microsoft)
application/vnd.ms-powerpointppt
# Microsoft Project (Microsoft)
application/vnd.ms-projectmpp
# SourceView document (Dataware Electronics)
application/vnd.svdsvd
# Net Install - software install (20/20 Software)
application/x-net-installins
# Carbon Copy - remote control/access (Microcom)
application/ccvccv
# Spreadsheets (Visual Components)
workbook/formulaonvts
# 2D/3D DATA/VIRTUAL REALITY TYPES

# VRML data file
x-world/x-vrmlwrl vrml
# WIRL - VRML data (VREAM)
x-world/x-vreamvrlw
# Play3D 3d scene data (Play3D)
application/x-p3dp3d
# Viscape Interactive 3d world data (Superscape)
x-world/x-svrsvr
# WebActive 3d data (Plastic Thought)
x-world/x-wvrwvr
# QuickDraw3D scene data (Apple)
x-world/x-3dmf3dmf

# SCIENTIFIC/MATH/CAD TYPES

# Mathematica notebook
application/mathematica
# Computational meshes for numerical simulations
x-model/x-meshmsh
# Vis5D 5-dimensional data
application/vis5dv5d
# IGES models -- CAD/CAM (CGM) data
application/igesigs
# Autocad WHIP vector drawings
drawing/x-dwfdwf

Found in path(s):
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1-jar/org/springframework/mail/javamail/mime.types
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* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/JCacheCache.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/caffeine/CaffeineCache.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/caffeine/CaffeineCacheManager.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/ehcache/EhCacheCacheManager.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/ehcache/EhCacheCache.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/JCacheCacheManager.java
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* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/config/JCacheConfigurerSupport.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/mail/javamail/MimeMessageHelper.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/interceptor/CACHEResultOperation.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/interceptor/CachePutOperation.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/scheduling/quartz/JobDetailFactoryBean.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/scheduling/commonj/TimerManagerTaskScheduler.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/scheduling/quartz/AdaptableJobFactory.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/scheduling/quartz/SpringBeanJobFactory.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/mail/MailSendException.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/config/ProxyJCacheConfiguration.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/interceptor/DefaultCacheKeyInvocationContext.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/interceptor/JCacheInterceptor.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/mail/MailSendException.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/interceptor/AbstractJCacheKeyOperation.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/interceptor/JCacheOperationSourcePointcut.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/interceptor/CACHEResultInterceptor.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/interceptor/DefaultCacheOperationSource.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/cache/jcache/interceptor/KeyGeneratorAdapter.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/ui/freemarker/FreemarkerConfigurationFactory.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/mail/MailSendException.java
* /opt/cola/permits/1135880196_1613624430.75/0/spring-context-support-5-2-7-release-sources-1.jar/org/springframework/ui/freemarker/FreemarkerConfigurationFactory.java

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1.800 batik-util 1.11

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

MortBay

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

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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* /opt/cola/permits/1138169219_1614268310.15/0/spring-messaging-5-2-7-release-sources-1-jar/org/springframework/messaging/handler/invocation/reactive/AbstractEncoderMethodReturnValueHandler.java
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* /opt/cola/permits/1138169219_1614268310.15/0/spring-messaging-5-2-7-release-sources-1-jar/org/springframework/messaging/ReactiveMessageHandler.java
* /opt/cola/permits/1138169219_1614268310.15/0/spring-messaging-5-2-7-release-sources-1-jar/org/springframework/messaging/handler/CompositeMessageCondition.java
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* /opt/cola/permits/1138169219_1614268310.15/0/spring-messaging-5-2-7-release-sources-1.jar/org/springframework/messaging/converter/AbstractMessageConverter.java
* /opt/cola/permits/1138169219_1614268310.15/0/spring-messaging-5-2-7-release-sources-1.jar/org/springframework/messaging/support/IdTimestampMessageHeaderInitializer.java
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* /opt/cola/permits/1138169219_1614268310.15/0/spring-messaging-5-2-7-release-sources-1-jar/org/springframework/messaging/simp/stomp/StompConversionException.java
* /opt/cola/permits/1138169219_1614268310.15/0/spring-messaging-5-2-7-release-sources-1-jar/org/springframework/messaging/MessageDeliveryException.java
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* /opt/cola/permits/1138169219_1614268310.15/0/spring-messaging-5-2-7-release-sources-1-jar/org/springframework/messaging/PollableChannel.java
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* /opt/cola/permits/1138169219_1614268310.15/0/spring-messaging-5-2-7-release-sources-1-
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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.
 * By default this is set to {code Integer.MAX_VALUE}.
 */

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* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources.jar/org/springframework/cloud/stream/binder/BinderFactory.java
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* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/config/SmartPayloadArgumentResolver.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binder/ProducerProperties.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binder/DirectHandler.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binder/ConsumerProperties.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binder/ExtendedConsumerProperties.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/internal/InternalPropertyNames.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binding/DynamicDestinationsBindable.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binding/AbstractBindingTargetFactory.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binding/StreamListenerResultAdapter.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binder/ExtendedProducerProperties.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binder/ExtendedPropertiesBinder.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binder/AbstractMessageChannelBinder.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/config/SmartMessageMethodArgumentResolver.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binding/StreamListenerErrorMessages.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binder/Binding.java
* /opt/cola/permits/1096695203_1601878487.5/0/spring-cloud-stream-3-0-6-release-sources-
  jar/org/springframework/cloud/stream/binding/BindingTargetFactory.java
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1.812 msx-dgrid 0.0.8

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* /opt/cola/permits/1110674866_1606843795.88/0/netty-codec-4-1-32-final-sources-2.jar/io/netty/handler/codec/string/LineSeparator.java
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  jar/io/netty/handler/codec/ValueConverter.java
* /opt/cola/permits/1110674866_1606843795.88/0/netty-codec-4-1-32-final-sources-2-
  jar/io/netty/handler/codec/CharSequenceValueConverter.java
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  jar/io/netty/handler/codec/DefaultHeadersImpl.java

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jar/io/netty/handler/codec/json/JsonObjectDecoder.java
* /opt/cola/permits/1110674866_1606843795.88/0/netty-codec-4-1-32-final-sources-2-
jar/io/netty/handler/codec/compression/LzfEncoder.java
* /opt/cola/permits/1110674866_1606843795.88/0/netty-codec-4-1-32-final-sources-2-
jar/io/netty/handler/codec/compression/SnappyFramedEncoder.java
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/**
 * Utility class for [ @link ByteBuf] that encodes and decodes to and from
 * <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
 * <p>
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* /opt/cola/permits/1110674866_1606843795.88/0/netty-codec-4-1-32-final-sources-2.jar/io/netty/handler/codec/ByteToMessageCodec.java
* /opt/cola/permits/1110674866_1606843795.88/0/netty-codec-4-1-32-final-sources-2.jar/io/netty/handler/codec/base64/Base64Decoder.java
* /opt/cola/permits/1110674866_1606843795.88/0/netty-codec-4-1-32-final-sources-2-
jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /opt/cola/permits/1110674866_1606843795.88/0/netty-codec-4-1-32-final-sources-2-jar/io/netty/handler/codec/MessageToByteEncoder.java
* /opt/cola/permits/1110674866_1606843795.88/0/netty-codec-4-1-32-final-sources-2-jar/io/netty/handler/codec/base64/Base64Encoder.java

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						*/
						/**
						* A decoder that splits the received {@link ByteBuf}s dynamically by the
						* value of the length field in the message. It is particularly useful when you
						* decode a binary message which has an integer header field that represents the
						* length of the message body or the whole message.
						* <p>
						* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
						* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
*
* <h3>2 bytes length field at offset 0, do not strip header</h3>
*
* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD". By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field. Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0 (= do not strip header)
* </pre>
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* [link ByteBuf#readableBytes()], you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>. In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment    = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
* </pre>
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
* represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>. Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
* lengthFieldOffset   =  0
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip =  0
* 
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
* 
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
* 
* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* <b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b>   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
* 
* BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* | 0xCAFE  | 0x00000C | "HELLO, WORLD" |      | 0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
* 
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
* 
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   =  0
* lengthFieldLength   =  3
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip =  0
* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ +-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
* | Length | Header 1 | Actual Content |------| Length | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE | "HELLO, WORLD" |      | 0x00000C | 0xCAFE | "HELLO, WORLD" |
* +-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ +-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
* </pre>

* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>

* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
* </pre>

* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
* | HDR1 | Length | HDR2 | Actual Content |------| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
* </pre>

* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>

* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   = 1
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b>3</b>
* </pre>

* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
**HDR1** | **Length** | **HDR2** | **Actual Content** | HDR2 | **Actual Content**
---|---|---|---|---|---
0xCA | 0x0010 | 0xFE | "HELLO, WORLD" | 0xFE | "HELLO, WORLD"

@see LengthFieldPrepender

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